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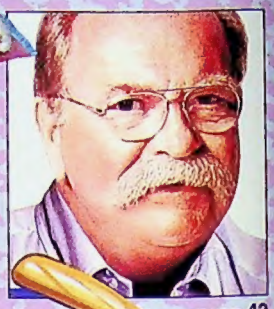
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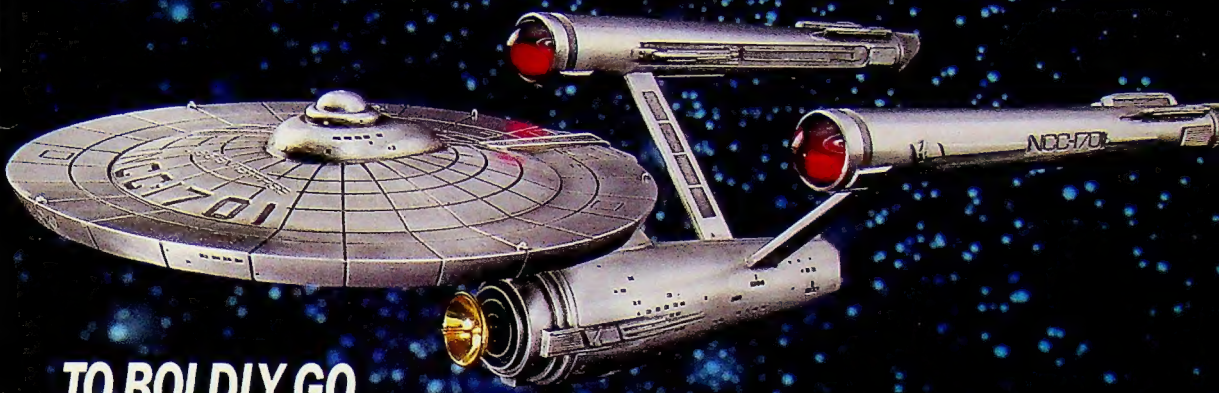

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YOUR MOVE

EDITED BY KAREN ANDERSON

SAY WHAT? ★☆

Teaching English in Japan, I was suprised the first time I did my imitation of a rooster to be met with blank stares. It didn't sound that way to them. I found the different perceptions intriguing, and assembled the list below. Can you match these animals to the way their sounds are thought of in Japanese?

1. chicken/rooster	a. wanwan
2. dog	b. nyanya
3. pig	c. kokekokko
4. frog	d. buubuu
5. cat	e. gerogero
6. mouse	f. meymey
7. crow	g. chuuchuu
8. sheep/goat	h. kaakaa
9. duck	i. gaagaa

Kim Vaughn
Shiojiri, Japan

SPELLING B ★

After inheriting the family dictionary business, Al Fabette decided to change the usual order of the letters of the alphabet. Can you figure out the logic behind Al's reorganization?

A H R B C Q D W E F L M N
S X G I J K O P T U V Y Z

John Peterman
Duluth, MN

PLAYING OUR SONG ★☆

Here's a challenge for GAMES readers: Can you find a list of song titles that includes the names of each of the 50 states? For example, "Sweet Georgia Brown" would be a valid answer for Georgia. Songs may not be state songs ("O Fair New Mexico") or university songs ("University of Michigan Fight Song"). My co-workers and I came up with songs for 23 different states.

Richard Levin
Fairfax, VA

TO AND FRO ★★

To spell words from the groups of letters below, start with a letter from either Group I or Group II and choose the second letter from the opposite group. Keep alternating between Group I and Group II until you make a word (alternating between a vowel and a consonant). You may reuse a letter within a word. We have listed 40 words of at least three letters. How many can you find?

Group I	Group II
A	M
E	N
I	T
Y	

Marleen Li
Vancouver, B.C.

LOCK BLOCK ★★★

"Oh fudge!" said Jim. "I've completely forgotten my locker combination! I'm going to be late for class."

"Relax, Jim," said Darcy. "What do you remember about it?"

"Well, as you know, each of the three numbers of my combination can be anywhere between 0 and 39 inclusive. As a mnemonic, I noted that the sum of the first two numbers was 42, which, by the way, is exactly 10 times my GPA."

"Yes, yes, go on."

"And the last two numbers differed by only two, which is my class rank. Oh, yes, all three numbers were primes. But I still don't know my combination."

"Well, Jim, I actually remember your combination, but since you consider yourself so smart, I'll only give you one hint. If you take the three numbers of your combination and multiply them, the last digit of the product will be..." And she whispered something in his ear.

With that, Jim was able to deduce the combination and open his locker.

What was his combination?

Dennis Palaganas
Gainesville, FL

ANSWERS, PAGE 54

Your Move is a column of original puzzles and other material submitted by readers. We pay $20 and up for each item we publish. We reserve the right to revise puzzles and edit manuscripts for clarity. None can be returned unless accompanied by a stamped, self-addressed envelope.

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Subscription Rates: U.S. and possessions: GAMES Basic, 6 issues $11.97, 12 issues $21.97; GAMES Deluxe, 6 issues $17.97, 12 issues $29.97. In Canada and other countries add $3.00 per 6 issue subscription (U.S. funds only).
Back Issues: $5.00 each, available from GAMES, BACK ISSUES, 810 Seventh Avenue, New York, NY 10019. Specify cover-months and year. (The first issue was Sept./Oct. '77.)
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LETTERS

ENVELOPE OF THE MONTH

Janelle Burt
Bridgeport, TX

PURTLE'S PREDICAMENTS

Actually, Purtle McWeeny pulled the first April Fool's Day joke on himself ("Purtle's Plight," April/May page 38). He went to the office unnecessarily—April first was a Saturday this year!

James B. Carleton, III
Riverside, CA

In the eighth box of "Purtle's Plight," Purtle is in his underwear, no pants to be seen! This leads me to believe that there were six April Fool's jokes, not five.

Katy Fox
Marblehead, MA

Poor Purtle! He still hasn't found the sixth April Fool's joke pulled on him. Someone must have rewired his telephone, because the speaker's voice is coming out the wrong end in panel three.

Stewart Simms
Athens, GA

FLYING COLORS

Your feature on balloon artistry ("Sheer Balloonacy," Feb/Mar page 12) was fantastic. As co-founder of Balloon Alert Project, I have been trying to stop releases of latex and mylar balloons for environmental reasons. Balloons are fun, however, and I would never want to deprive anyone of the joy of a balloon. More power to Snyder, Toomie, Jeffries, and all the others who discourage releases in favor of art.

Two brief environmental corrections. No dolphin deaths have been attributed to balloons that I am aware of, but endangered sea turtles have been killed by latex balloons. Also, our reserach indicates that latex balloons are not nearly as biodegradable as believed.

All in all, a fun article.

Peter C. Hubbard
Toms River, NJ

QUASI PHOTO?

In "They're Here!" (April/May page 14), you pictured five spaceships and said that #4 was the one known fake, and that the others have not been disproved by the Center for UFO Studies. But if you look closely at #2, you'll see that the "spacecraft" is the reflection of a lamp which was shining behind the person who took the picture through a window. I have read many books on trick photography, so it is easy for me to tell a fake.

Eddie Smrcka-Duffy
Sterling, VA

STARS CROSSED

Here's yet another type of tombstone to add to the pile. This appeared in the Memphis *Commercial Appeal*. I didn't know these entertainers were Russian!

Lisa Ham
Memphis, TN

JOHN DOUGH

In the puzzle "Dear John" (Your Move, April/May) we learn that the Romanian equivalent of the American John is Ian.

Sorry. Being Romanian born, I take exception. The Romanian equivalent of John is Ion (as in Liviu Rebreanu's classic novel, *Ion*). I'll even make a deal with Chris Renzi (the author): He will give me $1.00 for each Romanian born called Ion and I'll give him $100,000.00 for each Romanian born called Ian and—as a bonus—my lottery ticket.

Harry Fosha
New York, NY

TAKING STOCK

In reference to your "Floating Stock" puzzle (June/July page 28), why would you need a vacuum cleaner in a weightless, zero-gravity atmosphere? Nothing would fall to the floor to be vacuumed.

Joanna Thyng
Salisbury, MD

You left out the necessary straps for the exercise bike in "Floating Stock." Unless one is strapped onto the seat with feet enclosed in stirrups, one is going nowhere but "up" on the bike!

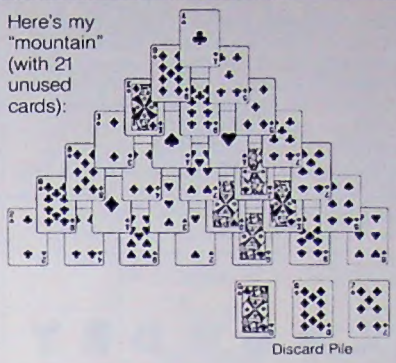
Kay Buie
Carmichael, CA

SUMMIT TALKS

I am an avid fan of your magazine. I also enjoy playing solitaire card games, so when I found M.J.'s Mountain (June/July page 50) it was a double bonus!

I was very quickly caught up in trying to beat your record of 17 cards left over. It took me four evenings, but I finally did it.

Here's my "mountain" (with 21 unused cards):



Deb Layman
LaPorte, IN

HIDING PLACES

Your Hidden Contest for June/July must have been to find the answer to "High Anxiety" (page 18). You said the answer was on page 57, when it was actually on page 60.

As I am a structural engineer, I couldn't resist attempting to solve the puzzle. Thank you for providing a burst of excitement in an otherwise uneventful evening.

Mark Cunningham
New Freedom, PA

Although there was no Hidden Contest in the June/July issue, we did have an unannounced one in the April/May issue. You're too late to enter if you missed it, but you might want to go back and solve the Double Cross on page 34 of that issue. The results to the contest will be in the next issue.—Ed.

STRATEGIES FOR GAME INVENTORS

I have invented a board game that all my friends love, but have not found any companies that are even willing to look at it. Can you give me any advice on how to get a game published?

Paddy Smith
Bridgewater, NJ

We receive many inquiries like yours. Unfortunately, there's no easy answer to your question. Most game companies will return unsolicited game submissions unopened. One reason is that they do not want to risk a future lawsuit, which might arise if they later came out with a game bearing even the slightest resemblance to one they had seen and rejected.

Many companies do look at games screened by game agents they know. But since game agents often collect commissions of 50 percent or more, many inventors decide to publish their games on their own. Most, though, have no clear idea how to market their product, and wind up losing most of their investment even when their game is very good.

For general advice on how to get your game to market, a good starting place is the book Gameplan: The Game Inventor's Handbook, *by Stephen Peek, published by Betterway Publications, Inc., White Hall, VA 22987 or call (804) 823-5661.*

Another good source is the booklet The Inventor's Guide to Game Marketing, *by Tom Braunlich, published by Technical*

Game Services, Inc., 910 Madison Avenue N. No. 5, Bainbridge Island, WA 98110, or call (206) 842-5104. For a relatively nominal fee (around $85), Technical Game Services will also evaluate your game, and give you a detailed written report on its playability and marketability. Before you send your game, you first must obtain their instructions on how to submit it and sign a release form. In rare cases, Technical Game Services, Inc. may offer to act as your agent, and for a much lower fee than is standard in the industry.—Ed.

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

JUNE/JULY

When I saw the Eyeball Benders, "Jackets Required" (page 42) I immediately recognized the cover of *Jonathan Livingston Seagull*—it was written by my favorite author.

But, to my dismay, you credited the book to Eric Segal instead of Richard Bach. I only hope that Mr. Bach takes it better than I did.

Patti Ralston
Wooodward, OK

I found a mistake in "Master Criminals" (Wild Cards page 53). In the answers, you mixed up numbers seven and eight; Dr. Miguelito Loveless and Darth Vader should be switched.

Now that I've sent you something to be laundered, how about sending me something to be laundered—namely a GAMES T-shirt.

Phil Theobald
Joliet, IL

EVENTS

If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

AUGUST

DAYS OF THE MONTH: AUGUST 5-6

If you are in Twinsburg, Ohio, and you think you have double vision, don't worry. It's only the 14th Annual Twins Days Festival. Over 1,500 sets of twins are expected to participate in various twin activities, including contests to find the most and the least similar pairs. CONTACT: The Twins Days Committee, Box 29, Twinsburg, OH 44087.

ABALONE A round-robin Abalone tournament will be held August 11 at the Mecca in Milwaukee as part of the GEN-CON convention. The entry fee to the tournament is free with the price of the convention, and 500 people are expected to compete for the $1,000 in cash and prizes. CONTACT: Matthew Mariani at (800) 666-5040.

CHESS The U.S. Open Chess Championship, the 50th anniversary tournament of the U.S.C.F., will take place August 5-13 in Chicago. The nine-round tournament has an entry fee of $80, and $33,000 in prizes, $5,000 of which goes to the winner. CONTACT: Helen Warren, P.O. Box 305, Western Springs, IL 60558, or call (312) 246-6665.

GO The U.S. Open, the largest go tournament in the U.S., will take place in New Brunswick, New Jersey, August 12-13. It will be the culmination of a week of go tournaments and activities, including lectures and exhibitions by visiting professional players from Japan, China, and Korea. Prizes will be awarded. CONTACT: U.S. Go Congress '89, P.O. Box 785, Piscataway, NJ 08854, or call (201) 722-5748.

MAH-JONGG The Somerset Marriott in Somerset, New Jersey, will host The Green Dragon Mah-Jongg Club's 26th tournament August 25-27. Trophies, as well as a minimum first prize of $300 will be awarded. The entry fee is $15. CONTACT: Margaret Bauer, 8 Livingston Ave., Kearny, NJ 07032, or call (201) 991-1499 between noon and 5:00 P.M.

RAFTING About 500 people will travel with the current in rafts and inner tubes at the 4th Annual Silver Bullet Float-Down, August 11-12, in Yuma, Arizona. The entry fee is $5, and trophies will be awarded. CONTACT: Jenice Vandagrift, Raft Race Director, Yuma County Chamber of Commerce, P.O. Box 230, Yuma, AZ 85366, or call (602) 782-2567.

SUN TANNING Do you drive with your left arm out the window? Is it incredibly well-tanned? If so, go to the Miscellaneous Sun Tanning Tournament on the Boardwalk in Ocean City, New Jersey, August 17. Best Left Arm Tan is just one of the categories in which an expected 150 people will compete. Others include Palest Ring Finger, Best Tanned Bald Head (see September Day of the Month), Best T-shirt Tan, Tannest Soles of Feet, and the Count Dracula Division for the palest person in the competition. CONTACT: Mark Soifer, City Hall, 9th and Asbury Ave., Ocean City, NJ 08226, or call (609) 399-6111 x222.

SEPTEMBER

DAYS OF THE MONTH: SEPTEMBER 8-10

If "skin is in" describes your head, then the Bald Is Beautiful Convention is for you. Hundreds of chrome domes will converge on, appropriately enough, Morehead City, North Carolina, to decide among other things, who has the nation's smoothest head. CONTACT: Bald Headed Men of America, 3819 Bridges St., Morehead City, NC 28557.

DARTS You can win a lot more than a beer at the local pub if you attend the 13th Annual Lucky Filters Windy City Open, September 22-24, at the O'Hare Holiday Inn, in Rosemont, Illinois. For an entry fee of $10-40, shooters will vie for $50,000 in prize money in the games 301, 501, and cricket. Over 1,600 competitors are expected. CONTACT: Windy City Darters, 4749 N. Kenneth Ave., Chicago, IL 60630, or call (312) 286-3848.

FLYING DISCS The largest noncompetitive Frisbee event will occur September 2 in Washington, DC, when the 13th National Frisbee disc Festival takes place. Demonstrations will be given by Frisbee champions and disc-catching dogs. Also, there will be an attempt to break the record of 1,903 discs in the air simultaneously. Instructors will be on hand to give lessons to players of all levels. Hacky Sack footbag kicking will also be featured. CONTACT: National Frisbee disc Festival, P.O. Box 220, White Plains, MD 20695, or call (301) 645-5043.

Discs fly at the National Frisbee disc Festival's Big Throw.

UPCOMING

CROSSWORDS *New York Times* crossword editor Eugene T. Maleska will be the featured guest on a cruise that will depart from New York on October 18. During the 10-day trip to Bermuda, puzzle workshops will be held. CONTACT: Marion at (800) 338-1414.

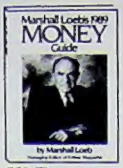
SCRABBLE The Third Annual West Coast Scrabble Cruise will leave for a seven-day trip from Los Angeles to the Mexican Riviera on May 19, 1990. Players from all levels are welcome, and cash prizes will be awarded. CONTACT: Penny Barker at (714) 683-0989, or Terri Berman, Don Carter Travel, 13500 N. Kendall Dr., Miami, FL 33186, or call (800) 422-2585.

RESULTS

CROSSWORDS Jon Delfin, a New York City pianist, took the top prize at the 12th annual American Crossword Tournament at Stamford, Connecticut, April 21-23, beating out over 130 other contestants. Douglas Hoylman, an actuary from Chevy Chase, Maryland, took second place, while Ellen Ripstein, a statistician also from New York, took third. Joe Clonick, another Big Apple resident, took the top honors in the Fifties category, with Miriam Raphael, a one-time champion from Rye Brook, New York, taking the Senior division, and John Burbank, of Guilford, Connecticut, winning the Junior class.

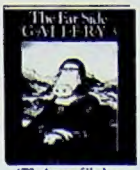
QPB. The book club for people who can't resist a great offer.

*554. A thriller about 4 Vietnam Vets in search of a murderer, by the author of *Ghost Story*.
Hardcover: $19.95
QPB: $9.95

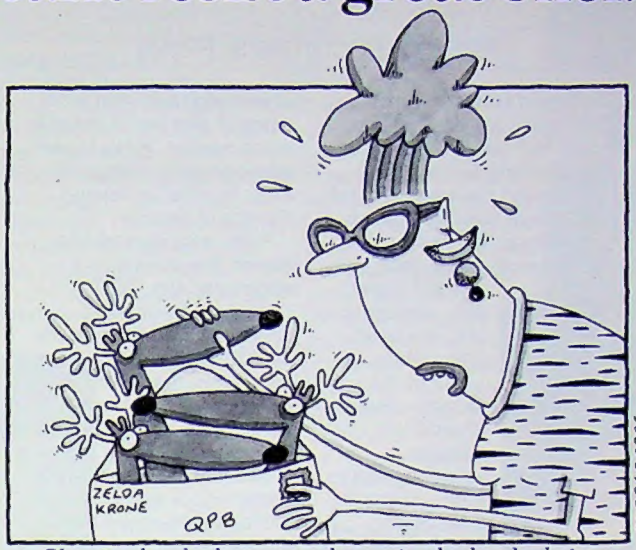


550. The managing editor of *Fortune* magazine gives investing advice for 1989.
Hardcover: $24.95
QPB: $9.95

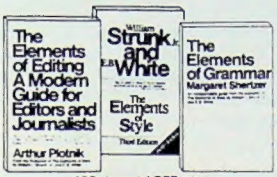
*498. 1989 edition. What to write, how to write it, where to sell it.
Hardcover: $27.50
QPB: $13.50



472. A new filled-to-bursting collection of over 500 hysterical "Far Side" cartoons.
QPB: $8.95



Choosing three books was easy, but getting the three bucks into the envelope proved to be beyond Zelda Krone's capabilities.


The Elements of Editing
A Modern Guide for Editors and Journalists
Arthur Plotnik
William Strunk, Jr. and E.B. White
The Elements of Style
The Elements of Grammar
Margaret Shertzer

109. A special QPB trio: *The Elements of Style*, *The Elements of Grammar*, *The Elements of Editing*.
3-volume set
QPB: $10.95

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*330. An award-winning food writer offers more than 600 recipes for your microwave oven.
Hardcover: $19.95
QPB: $9.95

*793. A definitive one-volume collection including seven previously unpublished tales.
Hardcover: $22.50
QPB: $10.95

297. Soothing therapeutic techniques. 150 graphic photographs.
QPB: $9.50

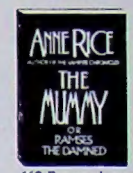
267. The story of civilization in a unique chart format.
Hardcover: $29.95
QPB: $12.95

347. Practical tips on how to renovate a house on a limited budget.
Hardcover: $22.50
QPB: $14.50

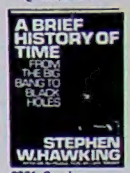
*482. This latest edition of the famous dictionary has 40,000 memorable quotations.
Hardcover: $45
QPB: $18.95

427. The Nobel laureate's latest fiction charts the course of a 50-year romantic triangle.
Hardcover: $18.95
QPB: $9.95

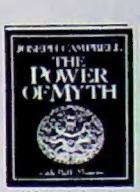
182. Movers talks about everything from morality to science with notable individuals.
Hardcover: $29.95
QPB: $15.95



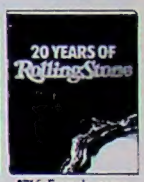
169. Fast-paced creepy fun from the author of the best-selling *Vampire Lestat*.
QPB: $9.95



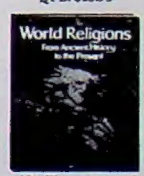
*321. Stephen Hawking offers a convincing big picture of the origins of the cosmos.
Hardcover: $18.95
QPB: $9.50



423. A scholar tells how myths have shaped our lives. A PBS TV series.
Hardcover: $27.50
QPB: $15.95



*716. From the pages of *Rolling Stone*, a documentary of the past 20 years.
Hardcover: $24.95
QPB: $12.95



601. The evolution of beliefs throughout history. Illustrated.
Hardcover: $29.95
QPB: $12.95

304. In the second episode of King's multi-volume series Roland the gunslinger travels to "our" world.
QPB: $11.95

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GAMEBITS

EDITED BY CURTIS SLEPIAN

SOUPER BOWL I

The biggest upset of the year didn't come in the Super Bowl. It came in a soup bowl. Gary Miller, a 30-year-old car salesman

LOIS ALTER MARK

The way the matzoh ball bounces: Miller, seated center, had the best recipe.

edged out the heavily favored Jewish mothers to win the first annual Matzoh Bowl.

With Passover arriving at sundown, Manhattan's legendary Stage Deli held a culinary contest to find the best matzoh balls in New York City. The dumpling-like delicacies traditionally grace bowls of chicken soup during the Jewish holidays.

Twenty contestants, who have collectively been perfecting their craft for almost four centuries, put their work on the table. They inspected each other's creations and debated a number of important issues:

Size Ideals ranged from golf balls to tennis balls to baseballs. "The trick," said contestant Marilyn Somach, "is to make sure they don't come out as hard as any of those."

Consistency The contestants preferred light and fluffy, agreeing that they should bounce back up when placed in the soup.

Quantity Participants were torn between providing one or two matzoh balls per bowl. Hunger seemed to be the deciding factor.

Although the basic matzoh ball recipe calls for matzoh meal, eggs, and water, most contestants added their own special ingredients, including chicken soup and seltzer.

But to the judges, taste proved the ultimate criterion. And in their opinion the best tasting were made by Gary Miller, who won the grand prize of $100, dinner for four at the Stage Deli, and three kosher chickens.

What made the young bachelor's recipe so special? "That's a secret," he said. "I wasn't even going to enter if I had to submit a recipe. I told them I didn't have one."

Runner-up Carol Wolk and the other contestants weren't wasting time guessing at Miller's recipe. They were already plotting strategies for the Stage Deli's next event: The World Series of Chopped Liver.

—Lois Alter Mark

STOCK RESPONSE

For many people—some of whom have gone to jail lately—stock trading is a high-stakes game. Now it's also a game for those who don't possess Boesky-like bucks. Wall Street Games, Inc. organizes and runs national contests called "investment challenges." The contest is a kind of financial version of Rottisserie baseball: Entrants wheel and deal imaginary funds in and out of the real stock market, vying to see who can accumulate the most "profits" in several months of activity.

From last November to March, the company co-sponsored the AT&T Collegiate Investment Challenge, in which nearly 12,000 college students, each paying a $49.95 entry fee, competed; this year, it's holding two similar events for the general public.

Realism is the key to the game's success. In its Wellesley, Massachusetts offices, the firm has set up a "trading desk"—a bank of 800-number operators who take contestants' stock orders as would a real brokerage house. "People call in during actual market hours," explains Lisa Nollet, Wall Street Games' marketing director, "and trade stock at its actual price at that moment, on either the New York, American, or over-the counter exchanges."

Other rules insure the contest's fairness. "We limit entrants to buying only 50 percent of the previous day's volume on any stock," she says, "to prevent market manipulation." For the same reason, contestants can't trade stocks selling for less than $3 a share. This guards against their buying huge amounts of the same stock on the real market and changing their price, in turn affecting the contest.

Though entrants don't invest a lot of real money, they need the mentality of high rollers. In the collegiate competition, for example, each contestant began play with a bogus bankroll of $500,000 and a limit of 40 trades. As a result, some of the action got pretty active. "There was a student who was interested in the RJR-Nabisco company," Nollet recalls. "and he wanted to buy some as soon as it was available. So because he was tied up in class all day, he had his mother keep calling in for him to check on it. Another student told us—he was very emotional about it—that if we just could let him have $3 million more in funny money, he could win."

As it turned out, the contest winner was Julie McRedmond, a 23-year-old marketing major at the University of Illinois, who says she owed her showing to the wisdom of her brother Ed, a securities analyst. Her imaginary profits were $2,274,331, for which she won a first prize of $25,000 (in real money). "Only eleven students bottomed out," says Nollet, "and more than 72 percent ended up with more 'money' than they began with."

Maybe you feel bullish, too. For your shares of the action, call Wall Street Games at (617) 235-8599. Their next contest begins September 15.

—Michael Rozek

PICK-UP BAND

The members of Music for Homemade Instruments are playing a different tune. This collective of six classically trained New York musicians builds and plays musical instruments made from trash and found objects. Group members search the streets and even dig in dumpsters to procure materials that can produce novel sounds, and thus far they've turned up more than 200 junky instruments, some of which have been displayed in the Smithsonian Institution.

JACK GESCHEIDT

These musicians dish up good sounds on the world's cheapest set of instruments.

During a concert last spring in the Manhattan loft of Skip La Plante, the group's founder, the sextet made music on metal tubes, aluminum rods, broken china plates, empty tin cans, discarded pots and pans, film cannisters, plastic water coolers, wooden planks, fire alarm bells, and other items they don't teach you to play at the Julliard School of Music.

Some of the most exotic instruments included a honk-a-phone, in which a saxophone mouthpiece attached to long rubber tubing was blown while a foot pedal at the tubing's bottom was pressed or relaxed to change pitch; a coba, a six-player marimba made from conduit pipes found in an abandoned building; a celloid, a cello made of a cardboard tube, styrofoam box, a single wiring serving as string, and a turnbuckle for tuning; and a metal lamp without shade, from which was suspended a ball that struck spokes sticking out of the stand as it was twirled.

The smash hit of the evening was the Wimbledon Concerto. Composer Alice Eve Cohen turned a tennis racket into a harp by removing the horizontal strings, laying the racket head flat over a hollow styrofoam cooler to improve resonance, and plucking the remaining 17 strings with her fingernails. The net result, complete with glissandos, was soothingly melodic. "It's got the same tuning now as it did three years ago when I found it at a yard sale," said Cohen.

"To become a good trash musician takes about two years," says La Plante, a wiry, pony-tailed 37-year-old, who turned to trash after tiring of the conventional instruments he had been using to accompany dancers in class. His epiphany came while visiting a farm and discovering that "Everything could be played."

Since that moment several years ago, La Plante has stayed in tune with his environment. So has fellow composer/musician David Simons, who noted, "With the city running low on landfills, it's up to us to use our garbage creatively."

And so they do. Music for Homemade Instruments is accessible to the ear—and to the pocketbook. Admission to concerts costs six dollars, or the equivalent in returnable bottles and cans.

—Mark Danna

KNIGHT OUT ON THE TOWN

If you want a meal fit for a king—King Arthur, that is—you may want to head to Buena Park, California and/or Kissimmee, Florida. That's where you'll find the two American branches of what may be the most unusual restaurant chain extant: Medieval Times Dinner & Tournament. Housed in buildings meant to replicate 11th-century castles, both aim to send diners back in time to the Middle Ages. While sitting in a 1,000-seat indoor arena, patrons use their fingers to eat roasted chicken and ribs while being entertained by a two-hour show of tournament games (javelin throwing, flag tossing, and the like), jousting, and sword fighting performed by close to 70 full-dressed "knights" on quarter horses.

Knights don't fight for their dinners—they fight for their diners.

Before the feast, each eatery puts guests in a medieval mood. "When people come in," enthuses Andres Gelabert, the president of the Spanish company that runs these restaurants and two like them in Spain, "they're given a color-coded paper crown to wear, corresponding to one of the knights, who represents them during the evening and whom they can cheer on to victory." The battling knights use 10-foot swords and 10-pound lances.

When they aren't eating or watching the spectacle, visitors can visit the restaurant's lounge, which houses collections of medieval artifacts. Medieval-themed gift items are for sale at the Courtyard of Crests and Crafts. Throw in a team of heralds who trumpet the beginning of the night's festivities, waiters and waitresses dubbed "serfs" and "wenches," and you're almost in Camelot.

So far, a lot of people are buying the illusion. With a price-fixed admission of $26 ($18 for children), both Medieval Times sites grossed a combined $15 million last year. "The amount of repeat business we get is unbelievable," says Gelabert. "People really get into rooting for their designated knight. And afterward, they tell us they feel like they were transported to another world—which is exactly what we want to hear."

—Michael Rozek

DIAL-A-WORD

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This phone ad isn't phony. It's for a real crossword telephone service offered in Great Britain. As far as we know, no similar helplines exist in the U.S. for three-star sufferers.

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CROSS PURPOSES

Create a comic strip in which words give you the whole picture.

The proverb says that a picture is worth a thousand words. But in this contest, we're trying to prove that words alone can sometimes say as much as pictures.

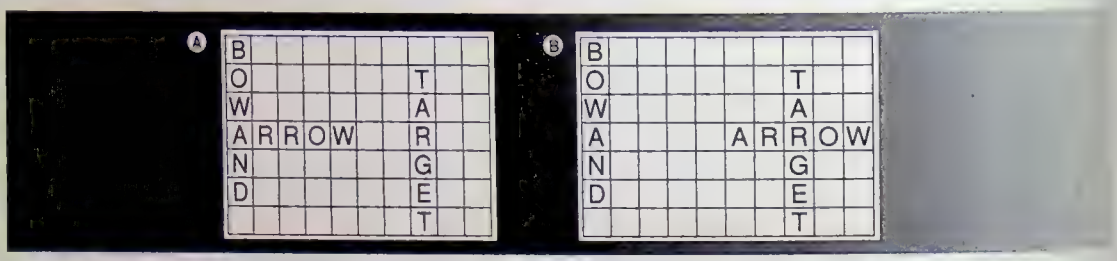
The object of the contest is to create a cartoon, up to four panels long, in which each panel consists only of words in a grid. The arrangement of words within each panel, the movement of words from one panel to the next, and of course the words themselves should all contribute to the cartoon's message. Some examples are shown below:

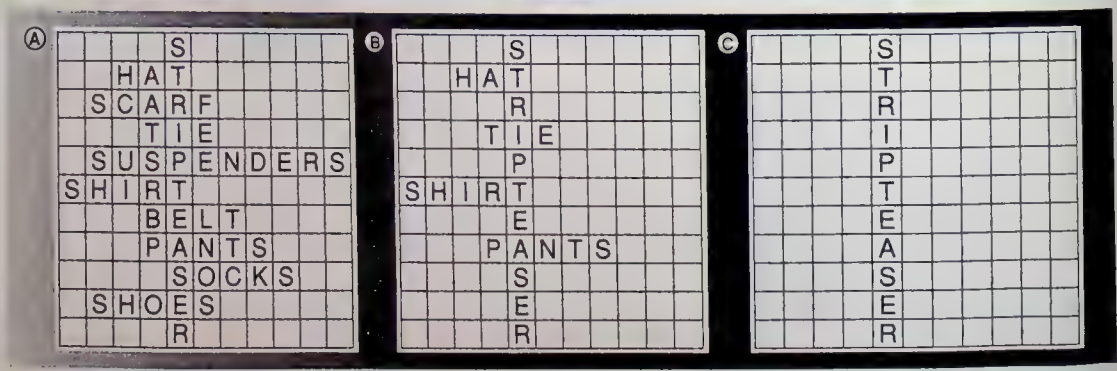
Rules Using standard graph paper or a facsimile (hand-drawn lines are acceptable), make up to four grids. Enter words into your grid(s), one letter per square. Grids may be any size, although succinct entries will tend to be looked on more favorably by the judges. Words may cross at common letters, as in a crossword puzzle, but letters in adjacent boxes do not always have to form words (see MR, AU, and RT in the third example). Only letters may be entered into the grids; numbers, punctuation marks, and other symbols are not allowed. Optionally, you may give your cartoon a caption.

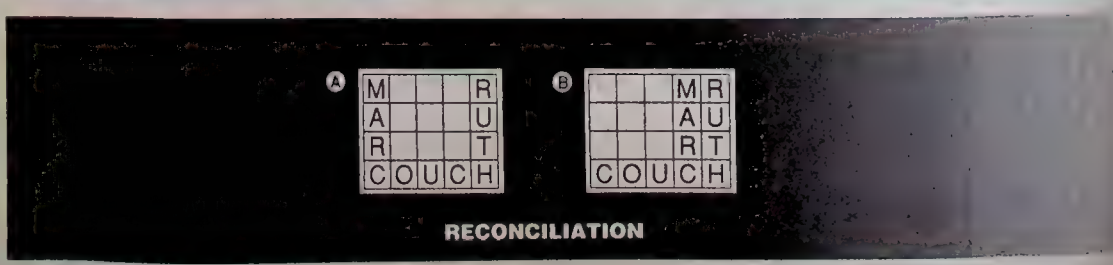
Winning Entries will be judged on the basis of creativity, originality, and appropriateness. As always, the decision of the judges is final.

Entering Send your cartoon, along with your name and address, to: **Cross Purposes, GAMES Magazine, 810 Seventh Avenue, New York, NY 10019**. You may enter more than once, but be sure that each cartoon is on a separate sheet of paper that includes your name and address. Entries must be received by October 2, 1989.

—Harry Fosha







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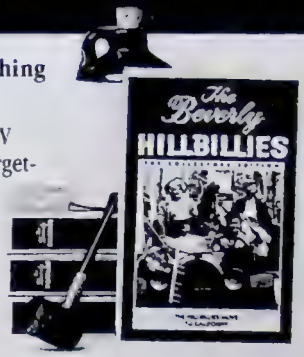

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Collectibles

STAMP ACT ★

Mr. Postum, a life-long stamp collector, had accumulated a sizable collection of rare issues. Nothing pleased him more than an evening with his albums, scrutinizing his treasures. One night, he looked at the first four pages of an album and realized that one stamp on each page belonged on a different page.

"Why did I put my Unperforated Blue Airplane on page 1?" he muttered to himself. "And this Yellow Commemorative should be on page 3. It was a mistake to put my Hand-Canceled Red Franklin on page 4. And I should put the Green Border stamp on the page just before the Red Franklin's new page."

On which page was each of the stamps before Mr. Postum moved them, and on which page did each stamp end up?

FLEA MARKET ★★

On the first Sunday of every month, the Corn County Flea Market draws hundreds of dealers and thousands of avid collectors. Sally and George Buff get on the road before six in the morning in order to have their pick of the choicest objects. This particular Sunday their eagerness was rewarded. George and Sally bought something they liked from five different dealers, each dealer hailing from a different state and each specializing in a different commodity. From the following clues, can you tell what the Buffs bought from each dealer, what each dealer's shop was named, and from which state each dealer came?

1. The dealer in duck decoys, the dealer from Iowa, and Ms. White were all familiar to the Buffs, but "Bygone Era" and the dealer in silver spoons were new discoveries.

2. An old favorite of theirs, the dealer whose shop was called "Collector's Corner," had beautiful items on display, as did Mr. Rose, a dealer whom the Buffs had not known previously.

3. "Attic Treasures" and the dealer in old post cards had booths next to each other on one aisle; Mr. Greene, "Yesterday's Delights," and the dealer from Indiana were all three neighbors on a different aisle.

4. The woman who owned "Past and Present" introduced the Buffs to an unfamiliar dealer from Wisconsin.

5. George's old friend Mr. Brown introduced George to the dealer form Kentucky next to him, while in the next aisle Sally bought some very fine pressed glass from one of her old friends. Right next door, she found another familiar person—the man who sold antique stick pins.

6. The dealer from New Jersey had the booth next to Ms. Lemon's.

A RUGGED AUCTION ★★★

Ronald Burroughs was late. His boss, the financier Magnus Rockenham, had commissioned him to preview an auction of Oriental rugs. But when Ronald arrived, he could see nothing but the backs of other viewers, and no catalogues were available. Furthermore, he could hear that the auction's preview was beginning.

"Ladies and gentlemen," said an unseen person, "welcome to the Wilton auction gallery. This afternoon we are presenting an outstanding collection of seven Oriental rugs, each of which is entirely different in color, design, and place of origin. They range in size from 2 x 3 to 11 x 18. We will preview the collection beginning with Number 1 in your catalogue."

Knowing his job was in danger if he didn't report every detail to Rockenham, Ronald took notes, hoping to compile a reasonable report later.

"The first rug," continued the voice, "shows the fine workmanship of two larger rugs, the one with the center design and the 10 x 15 rug which will immediately precede the Ching

"Number 2 in your catalogue is this beautiful rug, certainly as fine as either the 5 x 7 green rug or the Bourdish, both of which we will see later on, although this is smaller than either of them."

Ronald's hopes dropped, but he bravely kept jotting his notes.

"Next we have an elegant rug," continued the voice, "which, while not as large as either the Ghenka or the 6 x 8 geometric-patterned rug, is easily their equal in beauty. The 6 x 8 rug will be seen right after the rug with the key motif pattern.

"Number 4 is an imposing rug, larger than the 9 x 12 Drubian, and larger too than the grey rug we will look at later Number 4 is certainly the aesthetic equal of the diamond-patterned rug we saw earlier.

"Our next rug is smaller than either the red rug or the leaf-patterned rug, both of which we have already seen. Its beautiful workmanship may remind you of yet a third rug we've seen: the salmon-colored rug, which immediately preceded the Arghiz.

"The sixth rug, though not as large as either the blue rug or the Enkhal, is not our smallest rug, for that was the floral-patterned one which we saw just after the 4 x 6 rug.

"And finally we behold a truly magnificent rug, larger than the one with the medallion design which we saw right after the rose rug. This is a spectacular piece of work, perhaps superior in craftsmanship to both the Ferlingian and the brown rug which just preceded the Ferlingian."

Hastily assembling his notes, Ronald left and hailed a cab. On his way to Rockenham's office, Ronald realized it was possible to tell his employer precisely the size, color, design, and place of origin of each rug. Can you do the same?

ANSWERS, PAGE 58

THE 5MG ADVANTAGE

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Crazy Days, Arabian Nights

Strange Adventures in Interactive Literature ❖ *By Scott Marley*

THE DERVISH IN THE PATTERNED turbin was sitting crosslegged on the floor. Two men in Arabic costume walked by and pointed.

"Look!" one of them exclaimed. "A storyteller!"

"Maybe if we're all ve-e-e-ery quiet," said the other, "he'll tell us a story!"

The storyteller on the floor opened his book, and the audience obediently hushed. A bare-chested swordsman in the sixth row whispered to the veiled princess at his side. A scantily-clad concubine giggled and passed a note to a sultan in shimmering purple robes.

Many of us looked as though we were dressed for a school pageant, in simple costumes improvised from old robes, nightshirts, sheets, scarves, and vests. Others wore beautiful, elaborate outfits they had sewn themselves. Some were wearing no costume at all, hoping that sheer force of imagination would make their blue jeans and t-shirts seem the height of medieval Arabic fashion.

The tale began. "It is related—but Allah alone is wise and all-knowing—that long ago there lived in the lands of India and China ..."

The storyteller told how the Sultan Shahriyar had discovered that his Sultanah had been unfaithful. As the dervish talked, his tale was acted out behind him by a dozen or so performers, also in costumes. We watched as the Sultan slew his deceitful wife. The Sultanah sank to the floor, trying not to giggle. The Sultan grimaced melodramatically as he vowed he would never be betrayed again.

What the actors lacked in talent they made up for in enthusiasm and high spirits. The audience laughed and hissed in all the right places, and didn't mind a bit when someone stumbled over a line, or a chair.

"Thenceforth," continued the dervish, "the Sultan made it his custom to take a virgin bride to his bed each night, and kill her the next morning. This he continued to do for three years ..."

The Arabian Nights: An Interactive Adventure" was held last October, at the Headquarters Plaza Hotel in Morristown, New Jersey. From Friday evening to Sunday afternoon, about one hundred players created a world where alchemists and beggars hobnobbed in crowded bazaars, where merchants sailed past sea monsters to exotic foreign ports, where genies were real and magic was commonplace.

Each player took the part of a resident of Baghdad. Many of the characters were drawn from the book that inspired the game, *The Thousand Nights and a Night*—the famous collection of folk tales that Shahrazad (better known to westerners as Scheherazade) is said to have invented in order to save her life.

And so on Friday night, players gathered to watch the opening ceremony: a performance of the prologue to *The Thousand Nights and a Night*.

After three years (the prologue continued) every woman of marriageable age had been wedded, bedded, and beheaded—except for Shahrazad, who volunteered to marry the Sultan. Shahrazad's plan was to tell the Sultan a gripping story

JOYCE PATTI

each night, and each dawn leave it unfinished at a cliffhanger. The Sultan, she hoped, would spare her life each day in order to hear the story's end.

"And the King," the dervish said, "eagerly listened to the tales of Shahrazad."

The storyteller shut his book. All of us, he explained, were characters in Shahrazad's tales. The stories that Shahrazad would tell the Sultan were the adventures that we would experience for the next two days. Our goal? To live out stories so varied and so exciting that Shahrazad's life would be spared.

Piece of cake, I thought.

Then I opened up the packet I was given when I entered the room. Inside were almost 30 pages of rules and information, plus an assortment of cards. Maybe this wasn't going to be so easy after all.

I began to read. "You are Ja'afar ibn Yahyaa al-Barmakee, the famous Wazir of the Caliph, Haroon ar-Rasheed ..."

The creators of The Arabian Nights and other role-playing weekends call what they're doing "interactive literature." The first of these elaborate games was devised for a 1983 science fiction convention in Boston.

Role-playing games had long been a staple of science fiction conventions, but they took place entirely in the imaginations of their players, who played while sitting around a table or in a circle on the floor. And the games would last only an hour or two.

"Walt Freitag had been running Dungeons & Dragons games at Harvard," Sultan Hassan ibn-Hassan—also known as Mike Massimilla—explained to me. "Walt came up with this idea to have people come to the convention, get a packet of information, and have a live role-playing game. It would have a story framework that would develop, that would encompass everybody."

It started with a challenge from a friend, says Freitag. "She wished there were some kind of a game where a person could walk in and participate without a board or dice. The idea was that you'd walk into a room and walk out a few minutes later as a completely different person in a completely different reality."

At first Freitag thought the game would be for a small group of friends. "However, while doing the mechanics, I found it easier to design for a larger group because I didn't have the physical capacity to make a stage or set, but I could set it up so people would be playing against each other. Each player defines a small part of the world, so the more players that are involved, the more complete the world becomes."

Freitag enlisted friends Massimilla and Rick Dutton to help work out the details of his idea. "The game was actually set in the convention," says Massimilla. "You played a character who for some reason was attending. We spread rumors about strange transmissions from the hotel. Some people were FBI agents, some were smugglers, some were part of a deal to sell the earth to the 'Inner Empire.' And all the characters in this game thought they were the good guys."

Before the three men could bring their game to the convention, they needed the permission of the New England Science Fiction Association. The N.E.S.F.A. was leery at first.

"They have problems with hotels," says Massimilla, "because the conventions get all these groupies who come to hang out and party. We had to convince them the players in this game weren't going to destroy the hotel."

It was then that the three came up with the term "interactive literature." "We were just trying to do a fun game with literary aspects to it. But we had to present it as a very cultural thing. It turned out to be a good idea: We've tried to live up to the name."

The game was such a success that the three did another the next year. Soon others wrote games, too.

Within a few years, the games were so popular that they were interfering with the science fiction conventions. The game players needed conventions of their own.

About 50 different games have now been designed and played by members of the recently-formed Society for Interactive Literature. Those first few games were based on science fiction themes, but since then, games have been spun around Shakespeare's plays, Saturday morning cartoons, the sinking of the *Titanic*, insider trading on the stock market, Byzantine history, and more. Massimilla once played John Mitchell in a game recreating the Watergate scandal. "I don't know to this day whether or not Nixon in the game knew about the break-in," he laughs.

My packet contained far more rules, it turned out, than I would actually need to know. The gamesmasters had invented a world so elaborate that any one player could only experience a small part of it. There were rules for exporting goods by ship or caravan, for traveling in the wilderness, for behavior in the public baths. There were even rules for "The Game of Congress," a card game simulating "a wildly popular pastime among adults in classical Arabia."

As Wazir, the assistant and constant companion of the Caliph, my duties would require my constant presence in Baghdad, so no foreign travels for me. And as a conservative, highly moral, and unmarried Moslem, the game of Congress would—alas—be out of character.

The Caliph, Haroon ar-Rasheed, and his wife, Zubadaya, arrived very late Friday night and in an angry mood, having been stuck in traffic over the Tappan Zee Bridge. Danny Lawrence and Nancy Carlson—who are married in real life as well—are veterans of many exhausting role-playing weekends, and had asked for bit parts this time around. They didn't get them.

"Cruise control," the Caliph kept muttering. "We asked for cruise control, something we could just coast through."

"As soon as I found out who we were," Zubadaya told me, "I called Julianne and said, 'For God's sake, get the Arabian Nights book and read as many of the stories as you can.'"

Julianne Chatelain was Tuhfah, Zubadaya's devoted slave. Her talent for

eavesdropping soon made her our best source of information. The fifth member of the Caliph's team was Marouf, the Caliph's bodyguard and executioner. Marouf was a man of great strength and little brains, and Joan Lerner remained completely in character throughout, talking in grunts and monosyllables even in private conversation.

The five of us met first thing Saturday morning to look over our materials. We were puzzled to see that, unlike the other players, we hadn't been given any particular goals to work toward. There didn't seem to be much for us to do. Little did we know.

"The best sellers throughout history have always been fantasies," says Russell Almond, "and the *1001 Nights* is such wonderful fantasy."

Almond was the dervish in the patterned turban, the storyteller in the opening ceremony. It was Almond's idea to base an interactive adventure on the Arabian Nights stories. "Walt Freitag and I had been talking about it on an informal basis," he says. "Then Rick Dutton said, okay, I'll do the production—he wanted to run another large game. The original idea was to do the tales within the tales as the structure. There was a huge argument as to whether this would work."

In *The Thousand Nights and a Night*, stories are constantly interrupted by other stories, which in turn are interrupted by still more stories. These bewildering plot jumps were imitated in the game. Each player had a primary character—mine was the Wazir—but at any time players could ask a gamesmaster to put them into one of Shahrazad's stories. This would get them secondary characters and new goals. When players accomplished their goals, or gave up trying, they reported back to the gamesmaster and returned to their primary characters.

Sudden reversals of fortune were to be expected. "You might become fantastically rich," the rules warned, "and then be reduced to beggar status several times over during the course of the game. You might be enslaved or turned into a mule. This is all part of the way that the world of the *1001 Nights* works. In this setting, for a person to be falsely accused of a crime and summarily put to death is not considered a terrible injustice but merely a bit of bad luck, the will of Allah."

All around were swarms of people dealing, begging, bowing, threatening, gossiping. The hotel's meeting rooms had become the city of Baghdad. One room was the Caliph's court, another was the temple, a third was the library. A side corridor was the bazaar, where you could haggle for ships, slaves, weapons, and ingredients for magic potions.

It soon became clear that, though the Caliph and his team had no particular story of their own, they were involved in nearly everybody else's story. Early Saturday morning, the Caliph was forced by a genie to promise to build a series of wells between Baghdad and Mecca, for the benefit of poor pilgrims. That meant raising lots of money in a hurry, money we had no idea how to get. A Spanish princess had been kidnapped and brought to Baghdad, and with her came the threat of war. At the bazaar, Tuhfah overheard a conspiracy to kill the Caliph.

Role-playing games are a cerebral fantasy trip, Cops and Robbers for grownups.

Khalaf the alchemist came to me to ask for money—a "research grant," he called it. "A couple hundred dinars to start with would be enough. I have the spells; I just need the money to buy the ingredients. I can turn base metal into gold. I've never summoned an elemental before—I'd like to try summoning one in the desert." I told him to come back later.

While Zubadaya and Tuhfah looked for more info about the conspiracy, the Caliph, Marouf, and I would try to rescue the Spanish princess, Doña Marta Theresa Maria Jiminez. If we returned her to Spain, we reasoned, we would undoubtedly be given a reward large enough to finance the wells. But where to find her? We decided to ask around in the court—and there she was. Under arrest. About to lose her right hand.

It matters not whether you win or lose; it's how you play the game. This may not always apply to football or Monopoly but it's perfectly true in the case of role-playing games, whether they are pencil-and-paper games like Dungeons & Dragons or live-action games like The Arabian Nights.

Role-playing games don't produce winners or losers. Sure, the character you're playing has a goal, but if you don't reach the goal by the end of the game, even if your character is killed, you haven't lost. Role-playing games are a cerebral fantasy trip, Cops and Robbers for grownups, and the object is simply to be part of an exciting adventure. The play is the thing.

A good role-playing game needs good players, people who are willing to throw themselves into their parts. Even more important, though, is a good gamesmaster, or a team of gamesmasters. The problem with Cops and Robbers is that if I say I shot you, and you say I missed, the game stalls while we argue about it. To turn Cops and Robbers into a good game, we need a referee to decide who's right, and quickly.

Then we'll want to set up rules about shooting. How close do you have to be to shoot someone? Should your chance of missing be greater the farther away you are? What about flesh wounds? Bulletproof vests?

No matter how many rules you make up, you'll never cover all the possibilities. But the rules in a role-playing game aren't really meant to be complete. They're just there as a guide for the gamesmaster. If you want to do something that isn't in the rules, the gamesmaster will even make up rules on the spur of the moment to cover it. If he's any good, the new rules will keep the game going without giving anyone too great an advantage. In fact, if it looks like someone is doing too well, the gamesmaster will change the rules a little bit to keep things balanced. Imagine someone trying that in a Monopoly game!

"If you do one of these games really well," says Massimilla, "you can bring out aspects of human nature in a very Shakespearean fashion—in Shakespeare's plays people are faced with

Getting to Play

If you're interested in taking part in a live role-playing game, the first step is to join the Society for Interactive Literature by sending your name, address, and $10 (dues through the end of 1990) to: Society for Interactive Literature, P.O. Box 44-1478, Somerville, Massachusetts 02144. Your membership includes a subscription to the SIL newsletter, "Metagame," which contains announcements of upcoming games as well as articles about interactive literature.

The next big SIL gathering is Vortex-1, a convention in Boston this September that will include two games. In "Dragon," based on fantasy novels by Steven Brust, assassins, servants, wizards, and others will attempt to penetrate the secrets of the Dragaeran Empire. Details of the second game, "Shogun," haven't been announced as this goes to press, but judging from the title, it's probably not about trout fishing in the Catskills.

The computer game Star Saga recreates the feel of a live role-playing game for a small group of one to six players. Developed by Rick Dutton, Walt Freitag, Mike Massimilla, and Andrew Greenberg (originator of the Wizardry series of computer games) Star Saga's program subtly manipulates events the way a live gamesmaster would, adapting to your playing style to make the game work whether you're playing cooperatively or competitively, whether you're a novice or an experienced player. Massimilla calls it "the first true interactive novel, with all the literary aspects of a novel: plot, character development, suspense—and at the same time it's a game." For more information, write to: Master Play Publishing, 8417 Sun State Street, Tampa, FL 33634, or call (813) 888-7773. —Scott Marley

situations that cause their flaws to appear. If you make a character powerful, set things up, and let the player go, you can watch the power corrupt him. You try to bring out aspects of people that are suppressed in their daily lives."

Doña Marta had been caught stealing coins from a public fountain. She would, of course, fetch us a much smaller reward if she were missing a hand. We interceded on her behalf, and after considerable argument with a bloodthirsty judge, arranged for her sentence to be reduced to a half hour of prayer. Everyone's attention turned to the next case, and Doña Marta slipped out of the court, a free woman.

We never did get around to finding her again. An assassin attacked the Caliph in the public baths. I was struck with a curse. An imposter pretending to be the Caliph decreed that all Christians be beheaded. I found a silver flask containing "a blood-red liquid that smells like the very sweetest of wines." (I traded it away, untasted, for a magic wand—the liquid turned out to have been poisoned.) The city's entire treasury disappeared without a trace. Ho-hum, just a typical day in Baghdad.

Khalaf the alchemist returned to me dejectedly. He had borrowed money from someone else to buy the necessary ingredients for turning lead into gold. Alas, the ingredients turned out to cost much more than the amount of gold he ended up with. The magic formula had been written by a gamesmaster with a sly sense of humor.

I saw a notice in the hall. "HELP! Wanted: Horse Parts. If you have one, it might be part of my daughter. Am really willing to deal." It turned out that an old man's daughter had been turned into a horse, and—well, you can figure it out for yourself. P.S. He got her back at the end.

Around that time the Caliph was infected with leprosy by the mysterious foreigner Seville Clarissimmi, who had a cruel laugh and claimed to be the rightful heir to the Caliph's throne. In the confusion that followed, the visiting Bishop of Rome summoned a genie and ordered it to throw a bolt of lightning at the Caliph. The bodyguard Marouf quickly stepped in front of the Caliph and took the blow from the bolt. As Marouf was exceptionally strong, the blow was not fatal. The genie vanished, and Clarissimmi and the Bishop were arrested. "You guys are toast," the Caliph snarled.

That left the leprosy, and the Caliph didn't have much time. Tuhfah, who by this time knew everyone and everything in Baghdad, led us to Adarazda, an old woman who could brew magical healing potions. Whew. A close shave.

There's a tremendous amount of plot needed to make one of these work," says Massimilla. "You have to have many subplots running in parallel—not like a novel, which has a serial plot. And you don't just give these characters their goals and then let them go. The game would get boring. You create events that happen as the game goes along. As the conflict builds, the gamesmasters assist that conflict in building."

A good game also has to have a good climax. "The game generally ends in a huge meeting of all the players. If you want a successful conclusion, you have to have some idea where the story's going. You may not know whether they're going to keep the world from blowing up or which side is going to win the fight. But you have to know what the overall conflict is."

By Saturday afternoon I was ready for a break from being the Wazir. I was sick of dealing with civic affairs, and tired of playing the role of a conservative, responsible pillar of Baghdad government. I approached a gamesmaster.

"Oh, Great Dervish!" I cried. "I ask that you put me in a story!" Preferably a racy one, I thought to myself.

The dervish handed me a piece of paper. I opened it and read. "You are Abulabaz the Elephant ..." Oh, hell. Still, there was nothing to do but read the rest of the paper and get into character.

I walked heavily around the streets of Baghdad. A man came up to me, and I decided to ask him if he knew of anyone who needed an elephant.

"Peace be upon you, sir," he said.

"And peace and blessings be upon you," I replied (the rules packet had included a list of useful phrases like these). "But I am no man. I am Abulabaz the Elephant, the finest elephant in Baghdad."

"A talking elephant!" he exclaimed. "You must be very valuable."

Huh? My description said nothing about talking, and I wanted to stay in character. "Actually, I cannot talk," I said, thinking quickly. "It is only through the remarkable expressiveness of my features that I communicate my thoughts."

As long as I was this far, I figured, I might as well keep talking. "You should know, though, that I am indeed valuable, and proud. I will only be tamed by a master who can buy me jeweled harnesses and headdresses. Do you know of anyone who needs such a fine elephant as I?"

"No," he said. "Have you seen any green vases?"

I shook my head sadly and we went our separate ways.

Some time later I met up with a man and a woman who each wanted an elephant. The woman, though, could afford

Continued on page 53

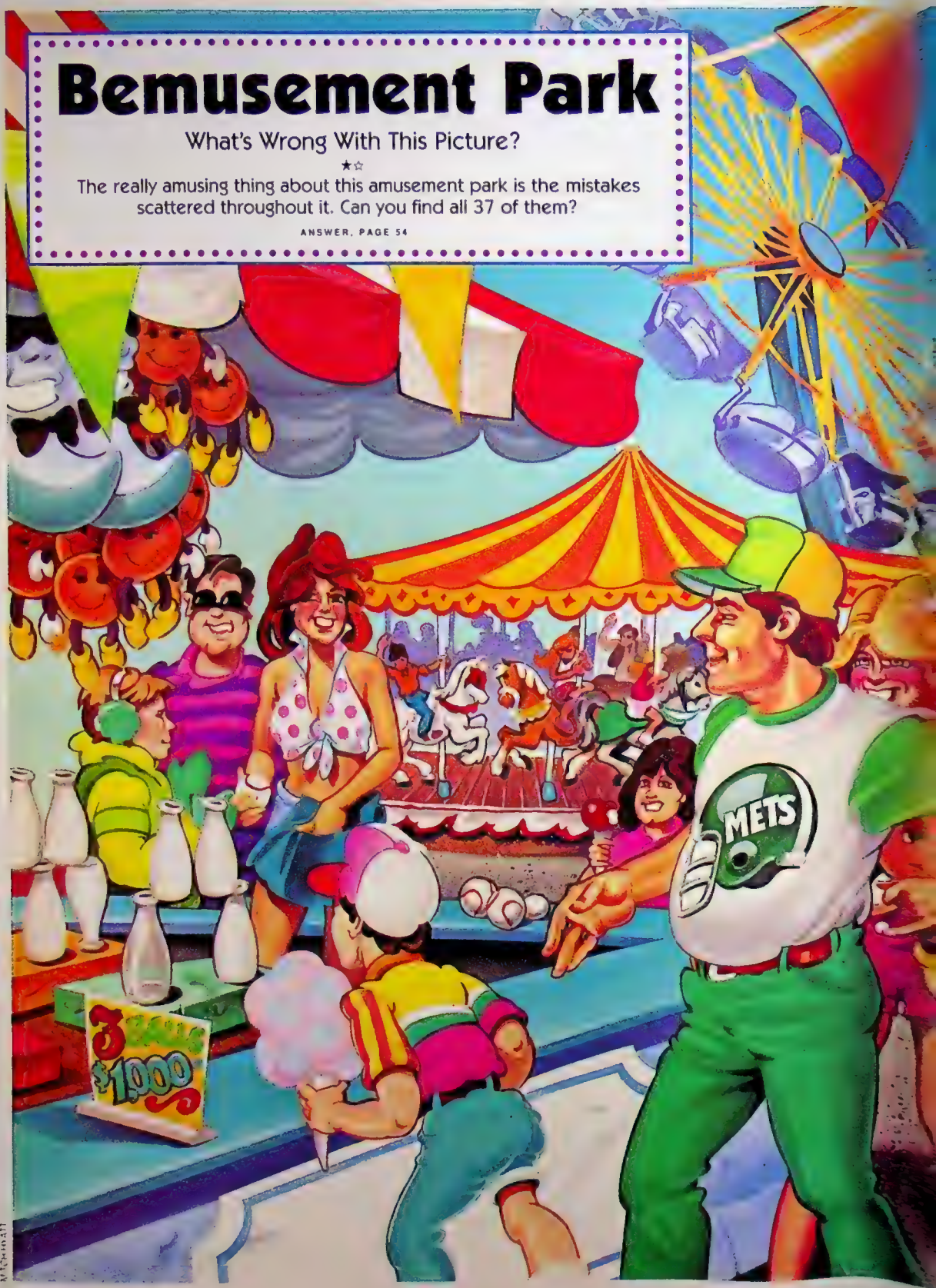
Bemusement Park

What's Wrong With This Picture?

★☆

The really amusing thing about this amusement park is the mistakes scattered throughout it. Can you find all 37 of them?

ANSWER, PAGE 54



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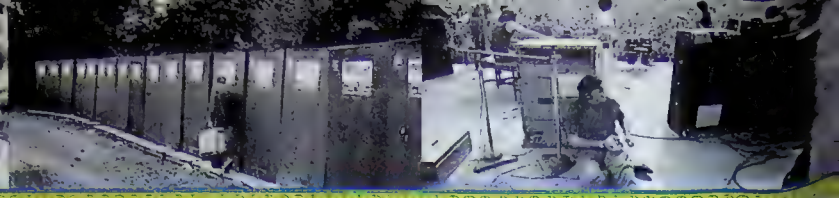
Bruins



WOODSTOCK REGENERATION

Hippie Holiday Anniversary Quiz

★☆

Twenty years ago, in August, thousands of people flocked to upstate New York to attend a rock concert. What they wound up witnessing was nothing less than a cultural phenomenon. The Woodstock Music and Arts Fair was a symbol of the Sixties, the high point of hippiedom, three days of peace and love that shook the world. Even if you're not a member of the Woodstock Generation, join us on this groovy trip back in time and see if you know these far-out facts.

ANSWERS, PAGE 2

1. The festival was originally planned for a site in Walkill, NY. It eventually took place at:

a. White Lake, NY
b. Woodstock, NY
c. Middletown, NY

2. Why was the festival called Woodstock?

a. To pay for a children's hospital in Woodstock
b. To pay for the replenishing of the forests in the Catskill mountains
c. To pay for a recording studio/retreat for musicians in Woodstock

3. Which was the official logo used for the festival?

a.

b.

c.

4. The promoters initially expected 40,000 people to show up. Approximately how many people attended the event?

a. 100,000
b. 400,000
c. 800,000

5. Attendees had a choice of buying tickets for one, two or three days. How much was the ticket for all three days?

a. $10 b. $18 c. $30

6. The festival took place on more than 600 acres of land, which were rented from a farmer for $50,000. What was his name?

a. Country Joe MacDonald
b. Moon Dog
c. Max Yasgur

7. For three days, the concert site was the third most populous city in New York. To serve its sanitation needs, how many "Port-O-Sans" were installed at the festival?

a. 500 b. 2,000 c. 10,000

8. The late Yippie leader Abbie Hoffman demanded $50,000 from the promoters or what did he threaten would happen?

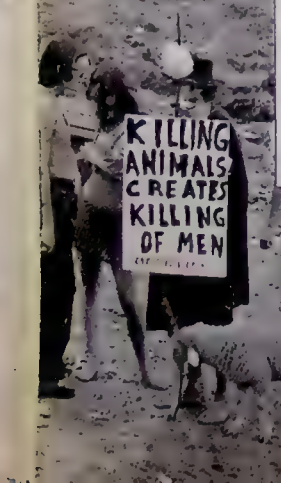
a. The Yippies would put LSD in the water supply
b. He would fire bomb the stage
c. He would organize a strike by the performers
d. The Yippies would "streak" throughout the concert.

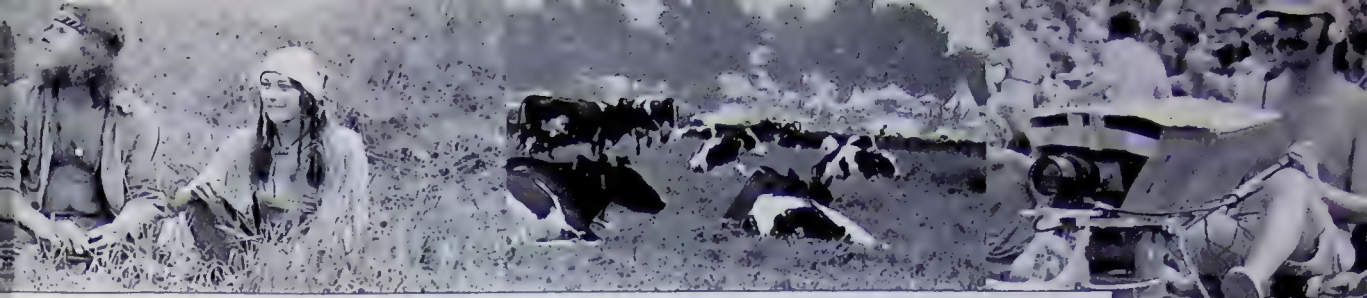
9. A group of hippies from New Mexico flew to New York to act as organizers and spiritual advisers. What did they call themselves?

a. Hog Farm
b. The Merry Pranksters
c. Students for a Democratic Society

10. The leader of the group in question 9 acted as, among other things, stage announcer. Name him.

a. Tom Hayden
b. Wavy Gravy
c. Chip Monck





11. The opening act walked on stage and said, "Thank you, I hope it was worth the wait." Who was it?
a. Richie Havens
b. Joan Baez
c. John Sebastian

12. The festival began on a high note. Which of the following announcements came on the first day of the event?
a. "The Vietnam war is over!"
b. "The Mets have won the World Series!"
c. "The promoters of this concert have declared this a free festival!"

13. What group refused to go on unless it was paid $7,500 in cash?
a. The Grateful Dead
b. Sly & the Family Stone
c. Canned Heat

14. The most any act was paid was $18,000. Who was it?
a. The Who
b. Jimi Hendrix
c. Blood, Sweat & Tears

15. Two children were born at the festival. How many people died and how?
a. Two: one was run over by a tractor; the other died from a drug overdose
b. Three died from food poisoning
c. Four were killed in a fight

16. When The Beatles were asked to perform at the concert, what was John Lennon's response?
a. Only if the money went to charity
b. Only for $1 million
c. Only if the Plastic Ono band could play

17. A total of 31 acts performed at Woodstock. Which two of the following groups or performers did *not* appear at the festival?
a. Bob Dylan
b. Quill
c. Iron Butterfly
d. Creedence Clearwater Revival
e. Janis Joplin

18. Match the acts (a-f) to the songs they performed (1-6).
a. Jimi Hendrix
b. Joe Cocker
c. Joan Baez
d. Crosby, Stills, Nash & Young
e. Mountain
f. Canned Heat

1. "Marrakesh Express"
2. "Theme for an Imaginary Western"
3. "Izabella"
4. "Sweet Sir Galahad"
5. "Woodstock Boogie"
6. "With a Little Help From My Friends"

19. Match the performers (a-e) to their quotes (1-5).
a. Melanie
b. Arlo Guthrie
c. Graham Nash
d. Jimi Hendrix
e. Grace Slick

1. "Everybody's vibrating."
2. "New York State Thruway is closed, man!"
3. "We'd like to do a medley of our hit."
4. "I'm a beautiful, wet people too."
5. "Maybe the new day might give us a chance, blah-blah, woof-woof."

20. What was the major medical problem at the concert?
a. drug overdoses
b. cut feet
c. snake bites
d. poison ivy

21. The albums of the concert sold over 5 million copies. Which group's recording was so bad that it had to be redubbed in the studio?
a. Crosby, Stills, Nash & Young
b. The Who
c. Jefferson Airplane
d. The Grateful Dead

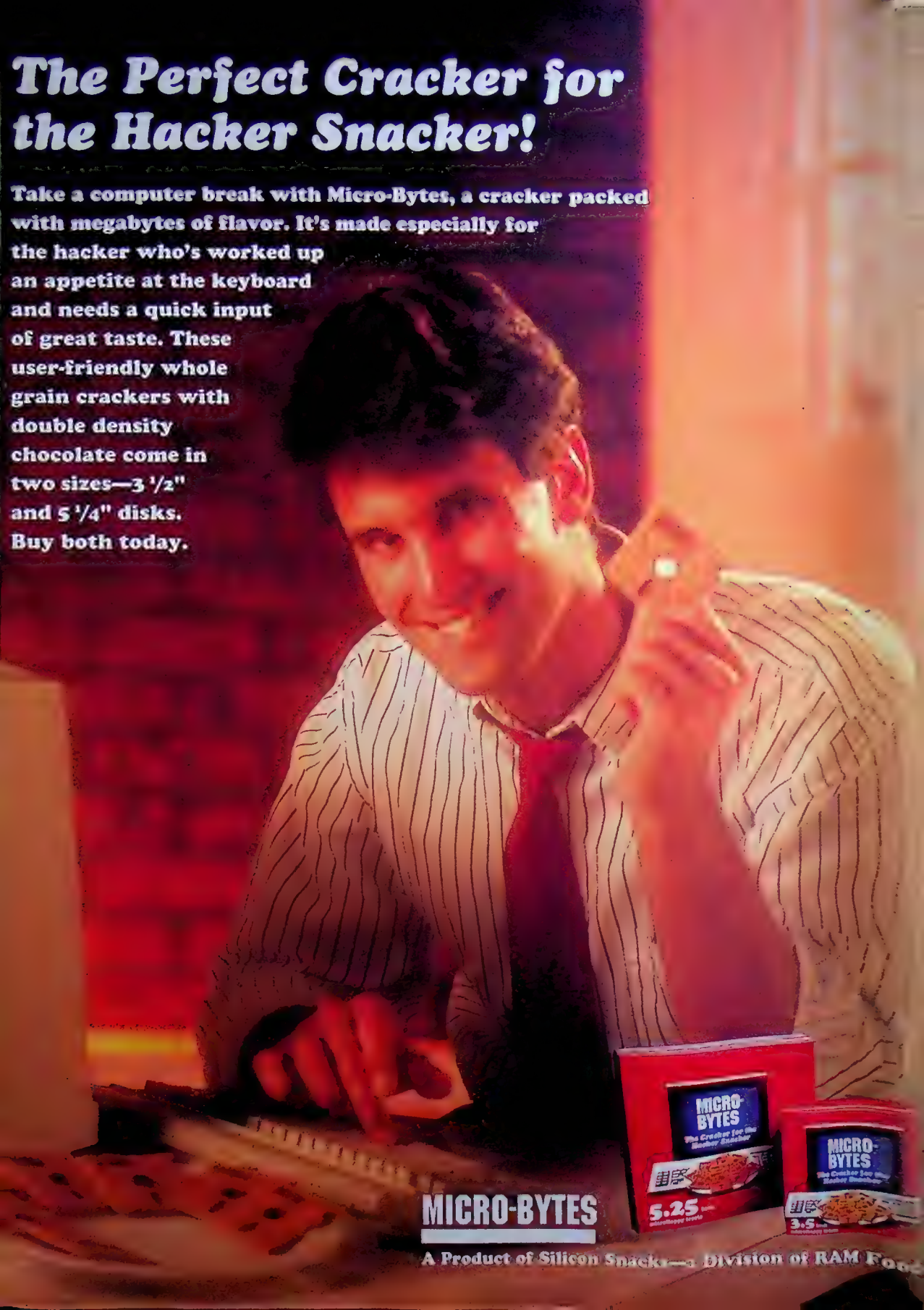
22. The concert ended Monday morning with the playing of an unorthodox version of the "Star Spangled Banner" to a ragged crowd of 25,000 people. Who played the anthem?
a. The Who
b. Crosby, Stills, Nash & Young
c. Jimi Hendrix

23. On the last day of the festival, the headline of the Sunday New York *Daily News* read:
a. Hippies Mired in Sea of Mud
b. Three Days of Sex and Violence
c. Festival Locals Say "Get Out!"

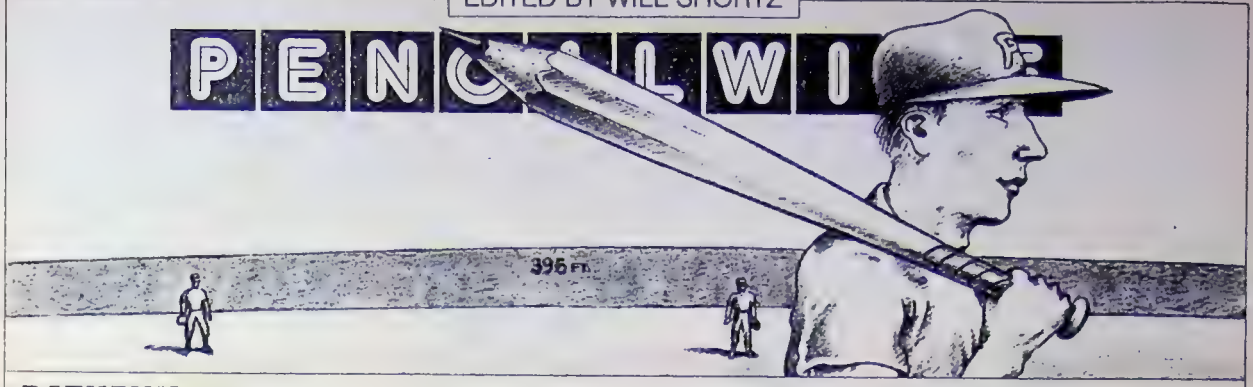
24. In three days, the audience produced lots of good vibes. It also produced plenty of garbage. Approximately how much?
a. 5 tons b. 100 tons c. 500 tons

25. In the late Sixties, music festivals were all the rage. Put these festivals in the proper chronological sequence.
a. Altamont
b. Woodstock
c. Monterey Pop
d. Watkins Glen

PHOTOGRAPHS BY BARON WOLMAN / HEADLINE ART BY PETER FAHRNI


The Perfect Cracker for the Hacker Snacker!
Take a computer break with Micro-Bytes, a cracker packed with megabytes of flavor. It's made especially for the hacker who's worked up an appetite at the keyboard and needs a quick input of great taste. These user-friendly whole grain crackers with double density chocolate come in two sizes—3 1/2" and 5 1/4" disks. Buy both today.
MICRO-BYTES
5.25
3.5
MICRO-BYTES
A Product of Silicon Snacks—a Division of RAM Foo

EDITED BY WILL SHORTZ

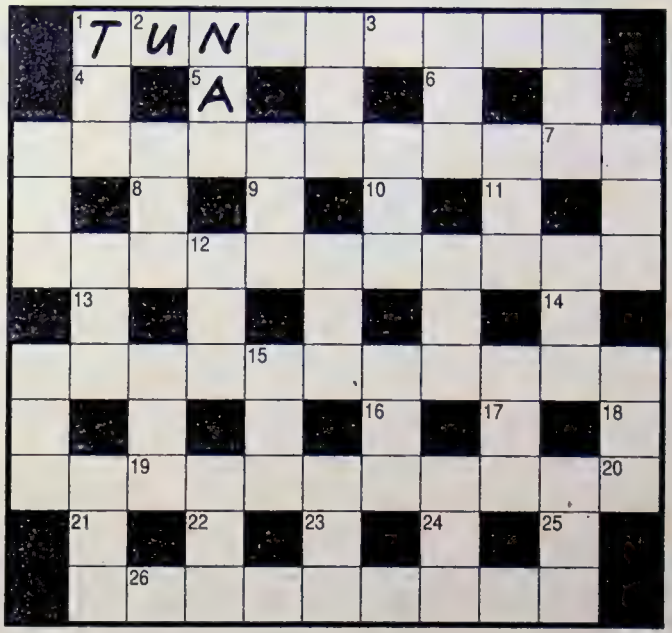


PATHFINDER ★★

BY SCOTT MARLEY

You'll need some straight thinking to work your way through this twisty crossword. Every answer makes one or more right-angle turns through the grid, beginning at the appropriately numbered square and proceeding in a path for you to determine. The letter after the clue number indicates the answer's starting direction—north, south, east, or west. The number in parentheses after the clue indicates the length of the answer. It will help you to know that each letter in the completed grid will appear in exactly two words—no more, no less. One answer has been filled in as an example.

ANSWER, PAGE 58



CLUES

1E Casserole ingredient (4)
1S Ripped (4)
2E Not deserved (5)
3E Bandleader Shaw (5)
4S Restaurant request (5)
5S Dwell (5)
6N Con game (5)
6S Give up (7)
7E Effervescence (4)
8S Slept noisily (6)
9N Emanations, good or bad (5)
9S Exceedingly (4)
10S Smooth talk (4,4)
11S Elevator, in England (4)
12S Feebleminded (5)
13N The Cartwrights' ranch (9)
13S Imitation (5)
14N Monopoly purchase (8)
15S Notion (4)
16S Dickens-based musical (6)
17N Campsite pest (8)
18S Matthew, Paul, Judas, and others (8)
19N Snake with a squeeze (6)
20N Celebrity photographers (9)
21S City near the Bering Strait (4)
22N Garb for a superhero (4)
22S Largest asteroid (5)
23N Competed (4)
24N Motion picture (4)
24S Craps table fabric (4)
25N Shakespearean speech (9)
26W It's green in the U.S. (5)

R.J. KAUFMAN

ABSOLUTELY BATTY ★

BY NICK NORTH

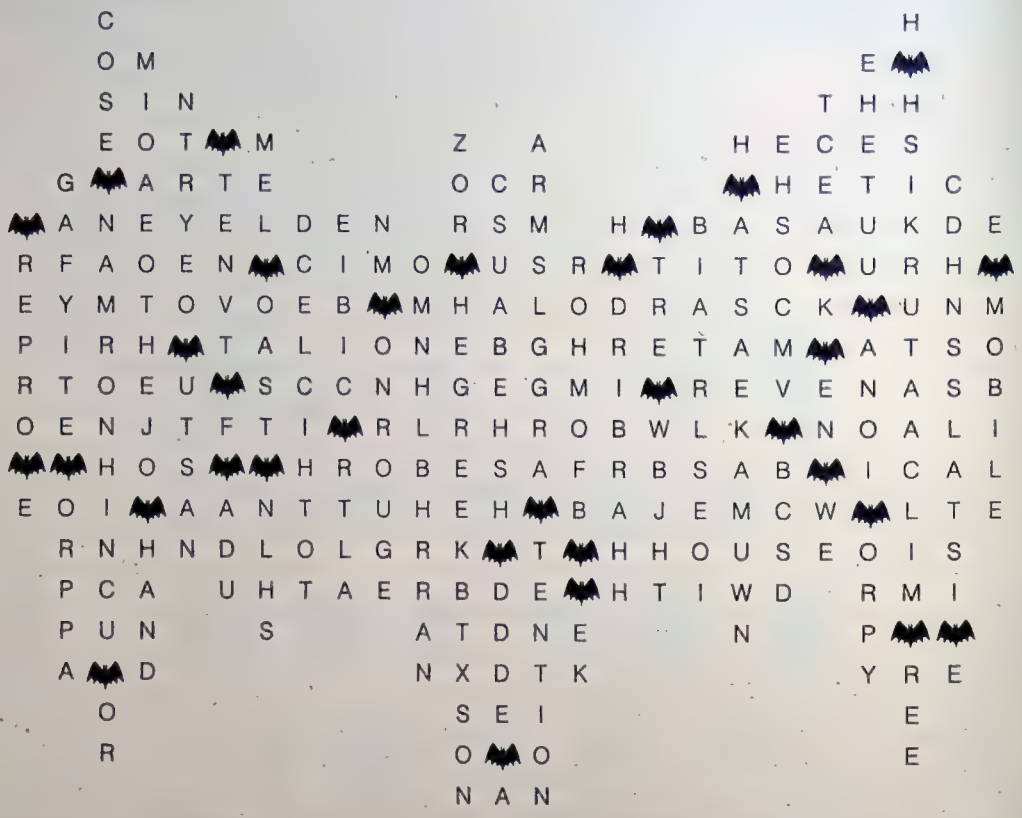
A Slightly Spooky Word Search

Bats are strange beasts, hanging upside-down all day in the dark, and flapping about, shrieking all night.

Chiropterologists tell us that bats "see" by sonar—but not too well. Frankly, if we were flying around in the middle of the night with no lights, we'd probably do a fair amount of shrieking, too.

Each of the 51 "bat" words listed below is hidden in the grid. As usual, an answer may read horizontally, vertically, or diagonally, but always in a straight line. As you'll see, each time the letters B-A-T appear in a word, they have been replaced by a bat symbol in the grid. We hope this doesn't drive you bats (groan).

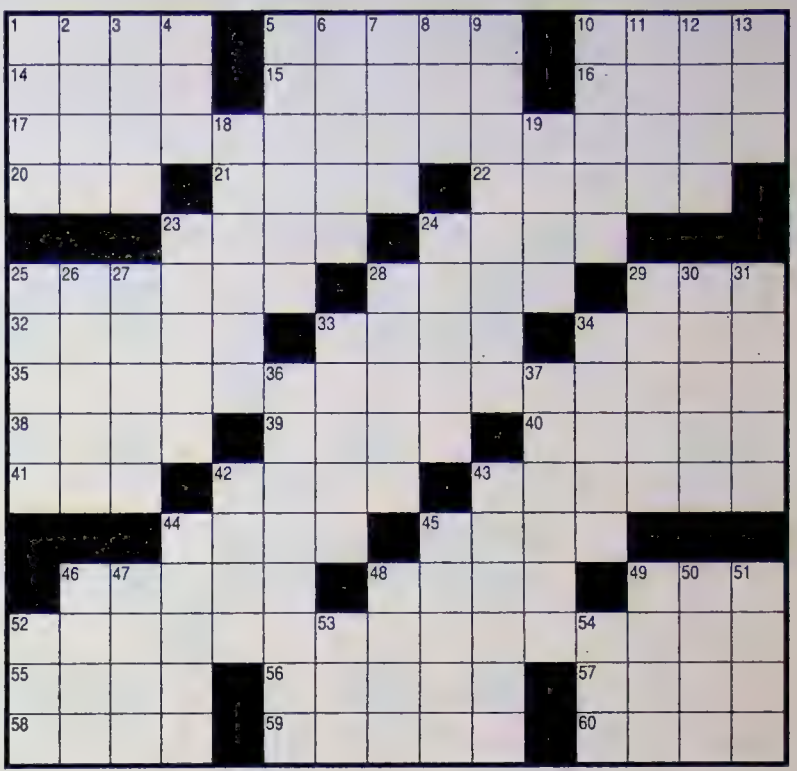
ANSWER, PAGE 58



ABATTOIR
ACERBATE
ACROBATIC
ALBATROSS
ANABATIC
APPROBATE
BATAAN
BAT AN EYE
BATCAVE
BATEAU
BATHCHAIR
BATHETIC
BATHHOUSE
BATHOS
BATHROBE
BATHSHEBA
BATIK
BATISTA
BATMOBILE
BATON ROUGE
BATTALION
BATTERY
BATTEN
BATTLEAXE
BIRDBATH
CLIMB A TREE
COMBAT
DEBATABLE
GRAB ATTENTION
INCUBATOR
JABBA THE HUTT
MAKE A STAB AT
MELBA TOAST
NORMAN BATES
PROBATION
REBATE
REPROBATE
RUBATO
SABBATH
SABBATICAL
STABAT MATER
STUB A TOE
SUBATOMIC
SUNBATHER
THE JOB AT HAND
TURKISH BATH
UNABATED
VERBATIM
WITH BATED BREATH
WOMBAT
ZORBA THE GREEK

AS EASY AS ... ★

BY PETER GORDON



ANSWER, PAGE 58

ACROSS

1 Took an airplane
5 Professional joke teller
10 Effortlessness
14 ___ and every
15 Frozen: 2 wds.
16 Los Angeles pollution problem
17 "One": 4 wds.
20 ___ Speedwagon (rock band)
21 Mimicked
22 Journeys
23 Leave a fiancé at the altar
24 Precious stones
25 Point the finger at
28 Mrs. Dithers, in "Blondie"
29 Perform on stage
32 ___ Arabia
33 Wingtip or loafer
34 Love, in Spain
35 Two: 3 wds.
38 Scads
39 Extremely
40 Fruit of the Loom competitor
41 ___ Moines, Iowa
42 Rosary piece
43 Automated factory workers
44 Tree coating
45 Stetson and sombrero
46 Period of time
48 Famous clown
49 Owns
52 Three: 4 wds.
55 Minnesota Fats's game
56 ___ nothing: 2 wds.
57 Entice
58 "No ifs, ___, or buts"
59 Clothes colorers
60 College brothers' home, for short

DOWN

1 Phobia
2 Wedding gown trim
3 Canyon sound
4 Owl's question?
5 *The Odd* ___
6 Beginning
7 Not spicy
8 Here, in France
9 Placed right in the middle
10 Road curves
11 Run ___ (go wild)
12 D.H. Lawrence's ___ *and Lovers*
13 Nog ingredient
18 ___ bran (cereal choice)
19 Humorist Bombeck
23 Garland and Holiday
24 "___ gumdrop!" ("Hooray!")
25 ___ as the hills: 2 wds.
26 "Paddle" boat
27 Fanatical religious groups
28 Combination of notes in harmony
29 ___ acid (protein building block)
30 Halley's or Kohoutek
31 Lock of hair
33 ___ *Previews*
34 Mecca natives
36 Cost of running a business
37 Particle of light
42 Support, as a candidate
43 Shaving needs
44 Prepares water for tea
45 Your ___ (address for a judge)
46 British prep school
47 Urge on
48 Bitterness of spirit
49 Sixty minutes
50 Ambience
51 "Leave it alone," to an editor
52 Health club
53 As ___ as a fox
54 One of Santa's helpers

AND A-WAY WE GO! ★

BY ANDREA CARLA MICHAELS

When solving this quiz, where there's a will, there's a way. The answer to each clue below is a word, name, or phrase containing the word WAY. For example, "Traveling man" would define WAYFARER, while "In progress" would lead to UNDERWAY. If you can get 15 or more answers, well...way to go!

ANSWERS, PAGE 64

1. Underground train _____
2. New York's theater district _____
3. Powerful Congressional committee _____
4. Where jets land _____
5. Sinatra's theme song _____
6. Our galaxy _____
7. Greyhound competitor _____
8. "Psychedelic, man!" _____
9. Oslo's country _____
10. Bank robber's escape _____
11. Civic fund-raising group _____
12. Robinson Crusoe, for one _____
13. 1973 Redford/Streisand movie _____
14. Area between the tee and green _____
15. Store's credit plan _____
16. Occasional Willie Nelson partner _____
17. Rye bread seed _____
18. Companion of "truth" and "justice" _____

A TO Z ★★★

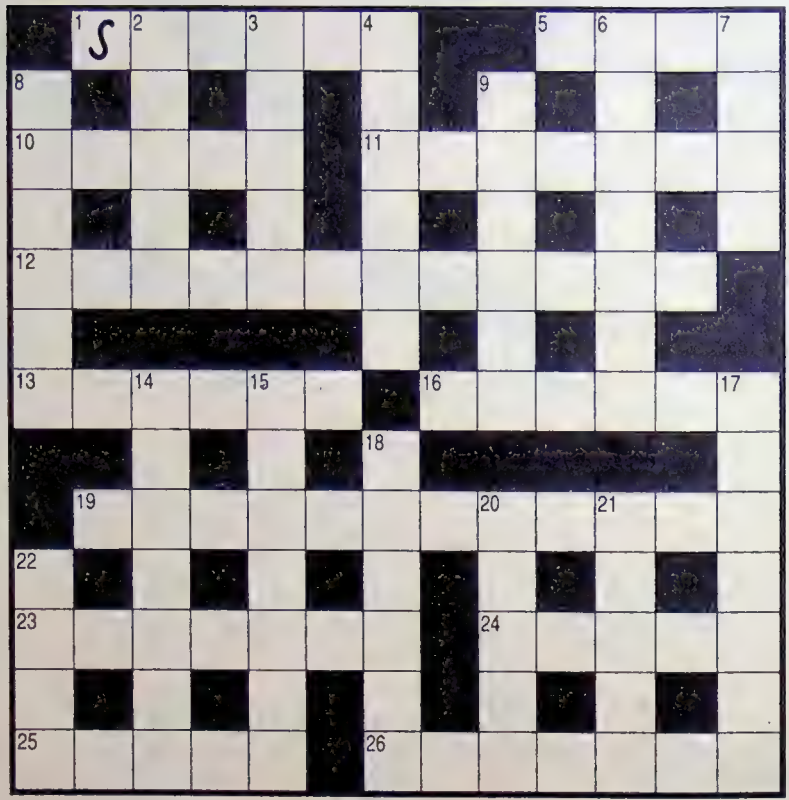
BY WILL SHORTZ

These directions are a little complicated, so listen up. This crossword contains 26 clues, each of which begins with a different letter of the alphabet. These initial letters have been removed and replaced by blanks. First fill in as many of the initial letters as you can be sure of. Then enter these letters in the correspondingly numbered squares in the grid.

Next, answer as many of the completed clues as you can. Each of the 26 answer words *also* begins with a different letter of the alphabet—always different from the initial letter of its clue.

Answers, naturally, can't be entered at the corresponding numbers in the grid, because their first letters will not match the initial letters you've already filled in. Instead, each answer should be filled in beginning in the space where its first letter appears. The initial letter for #1, S, has been entered in both the clues and the grid to help get you started.

ANSWER, PAGE 58

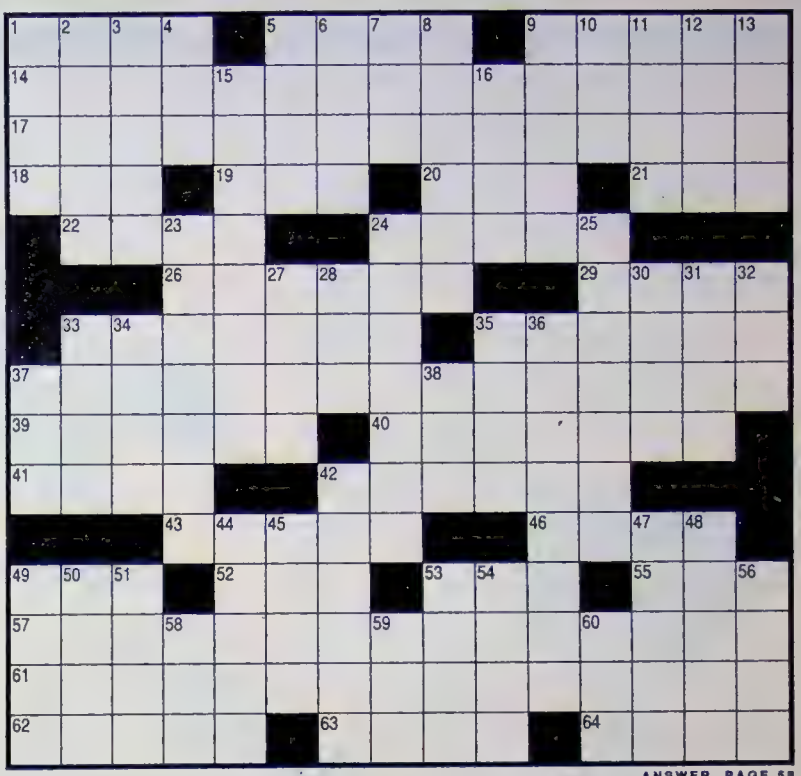


CLUES

1. S_ea
2. ____uiet hideaway
3. ____xtinguish, as a rebellion
4. ____ashmir is there
5. ____oin a cabal
6. ____bject hopelessness
7. ____apped at the dentist's (hyph.)
8. ____eed oil
9. ____omely
10. ____slo's country
11. ____*rave New World* author
12. ____here bats hang out
13. ____awning feeling
14. ____ive advice over cards
15. ____adio type (hyph.)
16. ____ake a tough decision (with "over")
17. ____orm of "me"
18. ____-rated lady's room
19. ____tah basketball team
20. ____ipher
21. ____mprecisely
22. ____art of a breakfast menu
23. ____ord of Sith, in *Star Wars*
24. ____enice "taxi"
25. ____hird Reich title
26. ____annon, for one

POSITIVE REINFORCEMENT ★★

BY RANDOLPH ROSS



ANSWER, PAGE 58

ACROSS

1 Fairy tale foe
5 Roman robe
9 Bush
14 Hand: 3 wds.
17 Laud highly: 3 wds.
18 Toronto's prov.
19 Lend a hand
20 Word with "parking" or "odd"
21 Six-point scores, for short
22 *The ___ Must Be Crazy* (1981 film)
24 Where Ed Norton worked
26 Short-range passenger jet
29 Give off, as light
33 Elizabeth Taylor's perfume
35 Senegal's locale
37 Very welcome: 2 wds.
39 "Tin Pan" and "Gasoline"
40 Provides costumes for
41 Talk drunkenly
42 Gets the better of
43 What a calm precedes
46 Common superlative ending
49 Doctor's office sounds
52 Boxing's "Greatest"
53 *Barney Miller*'s Vigoda
55 1989 Gregory Hines movie
57 "Good for you!"
61 Genuine gratitude: 2 wds.
62 Trims
63 Antique cars
64 Tree house?

DOWN

1 Approximate words: 2 wds.
2 "When the ___ gets tough..."
3 Seek shelter at: 2 wds
4 Chang's Siamese twin
5 Author Morrison
6 Board ___ (school governor, for short): 2 wds.
7 "Fill 'er up" filler
8 McIntoshes
9 Miniature blackboard
10 "Bali ___" (*South Pacific* song)
11 Reddish brown
12 Like a trade-in
13 Early '50s First Lady
15 "Obey me!": 4 wds.
16 Boat's bow
23 100-meter runners
24 Bright parlor
25 Bid again in poker
27 Pants embarrassments
28 Modern jazz style
30 Cook's glove
31 Decorates a cake
32 Just a bit
33 Play tug-of-war
34 Civil liberties org.
35 Book after John
36 Golden anniversary
37 Mothers
38 Cologne's continent: Abbr.
42 Journalist
44 Queen of Heart's pastries
45 Norwegian king
47 *Platoon* director Oliver
48 Aquariums
49 Stomach pain
50 Got rid of weeds
51 Hosiery mishap
53 Type of sax
54 Belfry residents
56 "Hey, there!"
58 Test for a potential Ph.D.
59 Suffix with "glob"
60 '60s singer Janis

CRIME AND TREASON ★

BY N. M. MEYER

Each pair of words below is a disguised rhyme of a familiar phrase. For example, the clue "White and gray" would lead to the answer NIGHT AND DAY, and the title of this puzzle would be a clue for RHYME AND REASON. How many of the following phrases can you unmask?

ANSWERS, PAGE 54

1. Sleuth and trail _____
2. Fork and greens _____
3. Draw and border _____
4. Ruts and jolts _____
5. Jars and pipes _____
6. Yak and gnu _____
7. Pride and chic _____
8. Stencil and scraper _____
9. Jamb and pegs _____
10. Spry and flighty _____
11. Grow and swell _____
12. Run and lames _____
13. Bops and clobbers _____
14. Swank and style _____
15. Prong and lance _____
16. Stein and brandy _____

PIONEERING PUZZLES ★☆

America's best source of puzzles 125 years ago was a rural magazine called the *American Agriculturist*. Founded in 1842, the *Agriculturist* grew into the country's leading farm publication by dispensing practical advice on down-to-earth topics like "Profitable Corn Raising" and "Beet Sugar—Important Experiments."

AMERICAN AGRICULTURIST
Farm, Garden, and Household.

To help broaden its appeal to farm families, in 1857 the magazine added a monthly column called "New Puzzles to be Answered," an assortment of word games, mathematical problems, rebuses, geometrical puzzles, and other brainteasers both old and new. The column was the pet project of Orange Judd, the publisher of the *Agriculturist*, who, despite all his other duties, edited the feature himself. He once admitted, "I enjoy this department more than all the rest of the paper."

Most of the *Agriculturist*'s puzzles were contributed by readers. Some were already classics when they appeared; others that are now classics appeared there for the first time. The great American puzzlemaker Sam Loyd was one of several puzzlers who borrowed liberally from its pages.

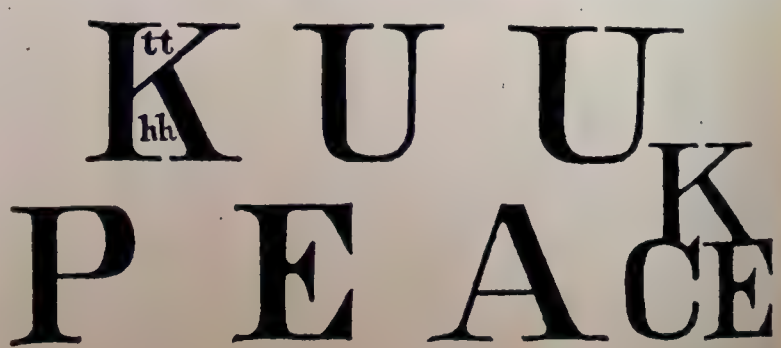
On these two pages are six sample puzzles from the column, all from the 1860s—great puzzles that some of our great-grandparents did. How many can you solve? ANSWERS, PAGE 58

1. A REMARKABLE BOUQUET

Hidden in the engraving below are profile images of Napoleon I, his wife Maria Louisa, and their son Napoleon II. Can you find them? It is said that when the Bourbons were restored to the French throne, it was forbidden by law to exhibit portraits of the exiled Napoleon or his family. An ingenious young Frenchman devised this method of presenting the likenesses without fear of detection. Thousands of them were readily sold.

2. CHARACTER EVALUATION

Can you properly interpret the letters below to discover a piece of good advice?



3. PICTURE POWER

What common proverb is represented by the objects and letters below?

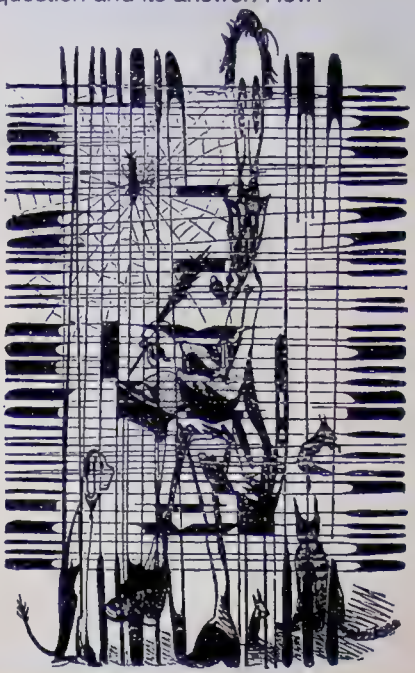
4. LEGAL QUESTION

Can you solve this apparent legal paradox?

Brown and Brooks went out hunting. Brown killed Brooks deliberately but Brown was not guilty of murder. Why not?

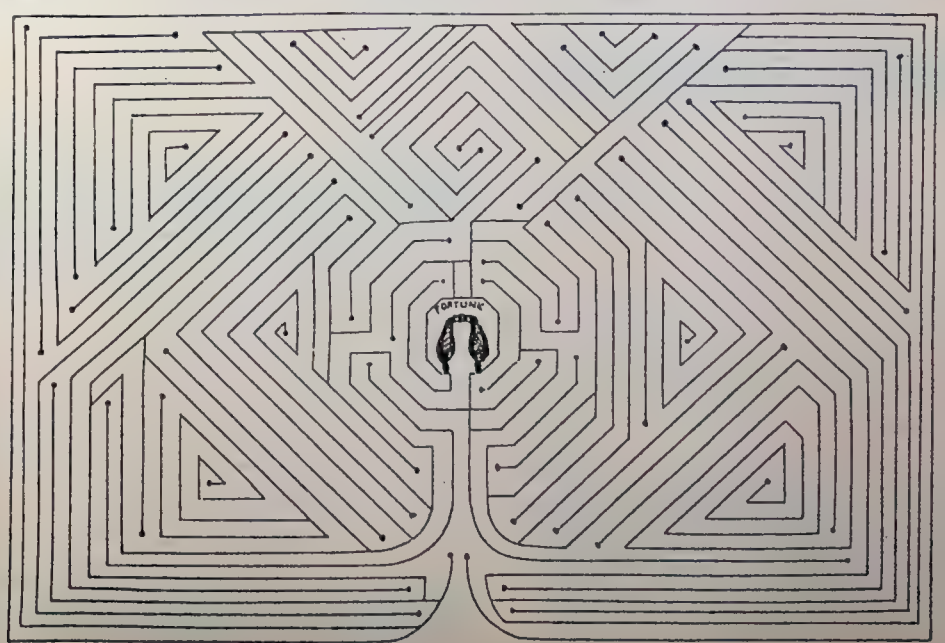
5. FOR SHARP EYES

If you get the right angle on this puzzle, you'll discover both a question and its answer. How?



6. PATH TO FORTUNE

Find your way to fortune by entering at the bottom center of this maze and traveling to the center. As is often true of old mazes, there is more than one correct path—but finding even one may not be so easy.



CRYPTO-BLOOPERS ★☆

BY ROBERT LEIGHTON

Stop the presses! Not because there's a late-breaking story ... but because a blooper has made its way into the paper. Below we've taken seven funny mistakes that have appeared in actual newspaper headlines and stories (as in the seven unencoded examples on this page) and put them in cryptogram form. How many can you decipher? As always, letter substitutions remain constant throughout each cryptogram (so that if P represents W in one word, it will represent W in every word), but change from one blooper to the next. An asterisk (*) indicates a proper noun.

ANSWERS, PAGE 64

1. BAD TIMING

TVNKRTU CKV XNOVHVUC
CNRQVEG YA CKV EVRCK
GVUCVNERG LW *DRFVU
*V. *EVBVN YU CKRC, KRE
YC KRTTVAVE R WVJ
FYAOCVU HRCVN, KV
FYQKC UCYHH SV RHYBV.

— Chester County, PA, *Daily Local News*

2. TEMPERATURES RISING

ZFLUSKS LKZT
LUABCJAHSL FAYBJ FI JTZ
RHXJSHKYJYSL EXO
XHZALSO JZTKLCSZCBS XL
TSBB XL JES
XOPYKYLJHXJYZK.

— *Addison Independent* (Middlebury, VT)

Red Tape Holds Up New Bridge

Milford (Conn.) 7/12/82

3. HACK JOB

TYXFGFZGOFGWD IYEEGO
HJWPYHDGT: XMLX
XJEYHYDJO *UYF *MWTGOX,
"DNMWI *SJT DNG UKOL,
HJKET VKD DNG VYGHGX
DJSGDNGO."

— Brockton, MA, *Enterprise*

Garden Grove resident naive, foolish judge says

Orange County, Calif. Register 7/2/85

Eye drops off shelves

Tri-City Herald (Pasco, Wash.) 8/5/82

4. LEAP OF FAITH

IZE ASE USD CXXFWZL
GNBJFIV XCL GCP:
AFZNMZISIM EUC ACDM
AZVD FD ZOZBJMZY XLCB
JUPDFWSA SVFAFMP MZDM.

— *Los Angeles Times*

19 Feet Broken in Pole Vault

Wichita (Kan.) Eagle Beacon 6/21/81

British left waffles on Falklands

The Guardian 4/26/82

5. SPLIT DECISION

NKBVV-RTUUTGJ LGUUQB
AVBLTWN QHQBLVL NG
TJCSBVL LVNVWNTAV WSN
JVQBUD TJ KQUE.

— *New York Law Journal*

Religion Plays Major Part In the Message of Easter

Omaha World Herald 4/22/84

6. THAT'S ELEVEN ITEMS

MUMRTHM HTCLURTJ
OARTH TUPKRTTL NTOHM
UL YKTYFQCR XULT OR
MCBTHGOHFTR.

— *Arkansas Democrat*

Kicking Baby Considered to Be Healthy

The Burlington (Vt.) Free Press 9/18/80

PENCILWISE PLUS

Editor: Will Shortz • Associate Editor: Mike Shenk

P-A SYSTEM

By Trip Payne

★

The grid below contains five paths of words, all beginning with the P at the top and ending at the A at the bottom. All the words in a given path belong to a specific category; for example, PINK, SCARLET, CARMINE, FUCHSIA (shades of red). Travel from letter to letter vertically or horizontally, but never diagonally. No letter (except the P and A at the beginning and end) will be used more than once. Some letters will not be used at all, but they will spell nothing of relevance.

P

N	S	O	O	S	I	E	O	A	R	A	G	U
E	P	H	C	Y	N	P	L	K	A	I	H	A
L	T	D	V	E	E	S	I	T	C	L	C	Y
L	U	N	H	R	C	I	B	A	H	E	N	G
B	O	N	O	T	E	A	F	R	A	C	O	L
O	T	O	G	I	D	N	T	L	E	O	F	O
R	A	I	O	R	A	R	A	T	S	I	B	M
I	P	E	U	Q	E	S	S	O	N	A	B	O
O	A	L	M	T	I	R	P	L	F	O	X	L
U	E	T	E	E	S	H	V	T	O	R	T	I
S	R	T	O	B	A	A	O	C	N	E	A	V
P	O	B	E	N	L	S	N	C	T	G	A	I
E	R	E	C	C	S	T	G	N	I	R	A	E

A

Categories:

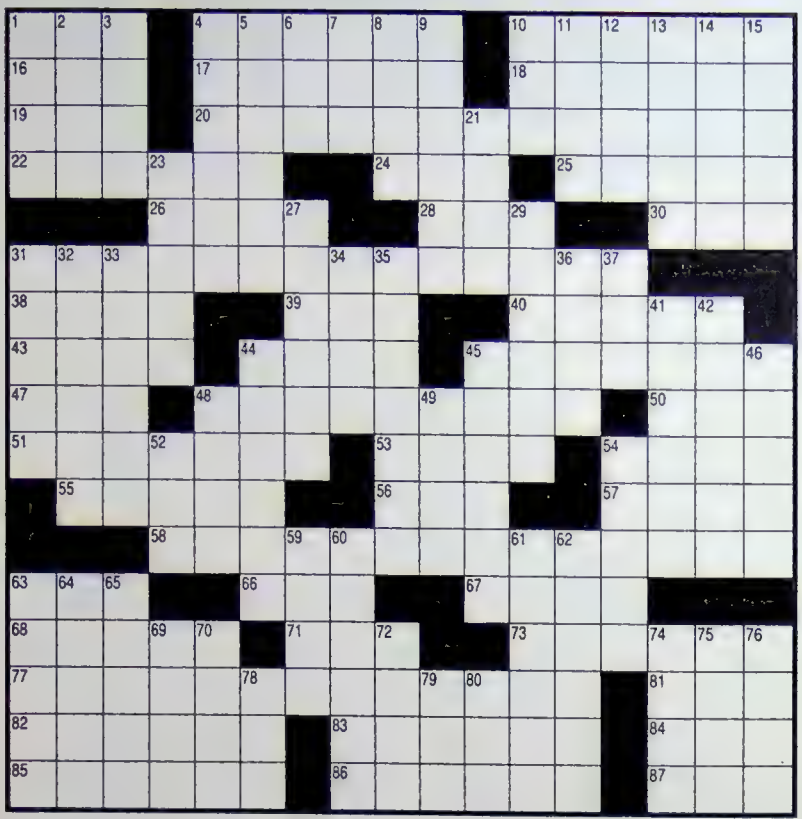
_____ . _____ _____ _____ _____

PENCILWISE PLUS ANSWERS BEGIN ON PAGE A14.

SPREAD SHEET

By Stanley Newman

★



ACROSS

1 Grassy turf
4 Summon with gestures
10 For a short time
16 Smokey ___ Bear
17 Philippines president Corazon
18 Heaped praise on
19 Stop ___ dime: 2 wds.
20 They catch monarchs: 2 wds.
22 Hoi ___ (the masses)
24 Sellout theater sign: Abbr.
25 "All the world's a ___ ..."
26 College in New Rochelle, New York
28 1040 Form agency: Abbr.
30 Our sun
31 One of the Clue suspects: 2 wds.
38 Soon, in poetry
39 Columnist Landers
40 Cold cuts
43 "All the ___ That's Fit to Print"
44 Gym dance
45 Dairy Queen desserts
47 Winter road hazard
48 Quite crowded
50 Toothpaste tube topper
51 Turkish rulers
53 Dirt
54 Singer Falana
55 Boeing 747, for one
56 Decked one's boxing opponent, for short
57 Prayer-ending word
58 Yogi Bear's home: 2 wds.
63 ___ Angeles
66 Old French coin
67 Belonging to all of us
68 Take someone's advice: 2 wds.
71 201 to Caesar
73 Radio host
77 Minnesota medical center: 3 wds.
81 Exploit
82 King's fur
83 ___ as lightning: 2 wds.
84 Actress Farrow
85 ___ one's laurels: 2 wds.
86 New Orleans footballers
87 Good golfer's score

DOWN

1 "___! in the Name of Love"
2 "Horrors!": 2 wds.
3 Give out the cards
4 Short-tailed monkey
5 Horse-related
6 Director's end-of-scene cry
7 First-aid case
8 Smallest bills
9 Action star Chuck
10 Winner take ___
11 Procedures
12 ___ and peck (typing system)
13 Brainstorms
14 Release: 2 wds.
15 '50s Ford fiasco
21 Sumter or McHenry, e.g.
23 Detroit footballers
27 Causes panic
29 Goldwyn or Morse
31 ___ Major (dog constellation)
32 Eight fluid ounces: 2 wds.
33 Early newscaster Thomas
34 Rows between L and Q
35 Shows oneself on Halloween
36 Tear apart
37 Mom's mate
41 City near Seattle
42 Leak preventative
44 Talk show groups
45 "23 ___!" (old catchphrase)
46 Hit bottom?
48 Dick's primer companion
49 Old geezer
52 ___ Mahal
54 Slip of judgment
59 Plumb crazy
60 New Mexico state flowers
61 One with nothing to wear?
62 Builds
63 Sooner or ___
64 Dark yellow pigment: Var.
65 Watch winding parts
69 Leave off
70 Metric prefix meaning "billionth"
72 Ingrid's *Casablanca* role
74 Checkers move
75 Largest continent
76 Calendar length
78 Longing for Japanese money?
79 "___ Were a Rich Man": 2 wds.
80 One of the Bobbsey twins

CRYPTO-FUNNIES

By Robert Leighton

★★

In this comic strip, all the dialogue has been converted into a cryptogram. That is, every letter of the alphabet has been consistently replaced by another letter throughout the cartoon. For example, if G represents V in one word, it will represent V in every word. Look for distinctive letter patterns and punctuation to help you get started.

1

2

3

4

DÉJÀ VU

By Nick North

★

In this season of summer television reruns, we have an appropriate crisscross for you. Enter the name of each old TV series below into the grid in regular crossword fashion, **except** that, due to repeat episodes, you may fill in an answer more than once. Words in parentheses are not to be entered into the grid...and no, we won't be rerunning this puzzle in a later issue. A starting hint appears on the bottom left corner of page A14.

4 LETTERS
FAME
M*A*S*H
TAXI

5 LETTERS
ALICE
(The) A-TEAM
(The) BARON
RHODA

6 LETTERS
CHEERS
HARRY-O
MAGNUM *(P.I.)*

7 LETTERS
BONANZA
DAKTARI
DRAGNET
LAUGH-IN
NEWHART
VALERIE
WEBSTER

8 LETTERS
GET SMART
GUNSMOKE
IRONSIDE
(The) LOVE BOAT
MISTER ED
(The) OUTSIDER
STAR TREK
T.J. HOOKER

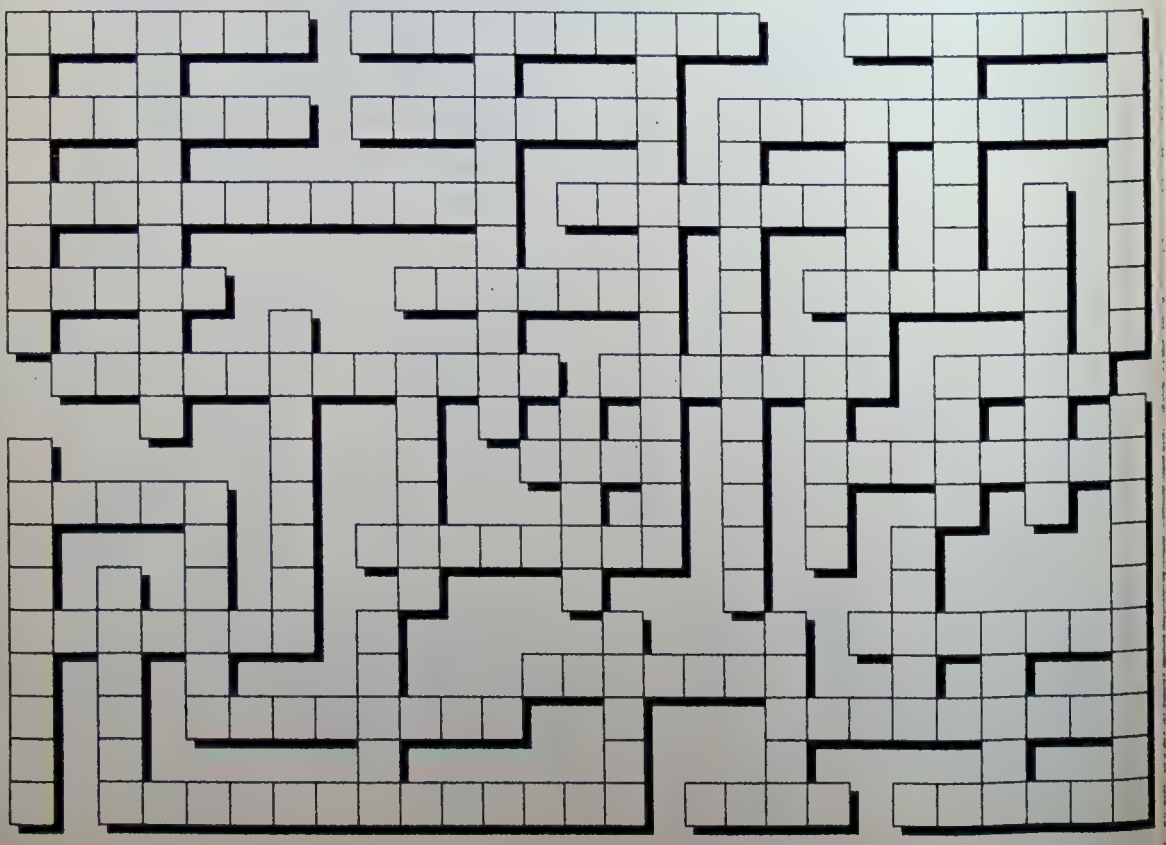
9 LETTERS
(The) EQUALIZER
NAKED CITY

10 LETTERS
(The) BRADY BUNCH
GREEN ACRES

(The) LONE RANGER
(The) REAL McCOYS

12 LETTERS
BARNEY MILLER
BAT MASTERSON
SLEDGE HAMMER!

13 LETTERS
ONE DAY AT A TIME
ONE IN A MILLION

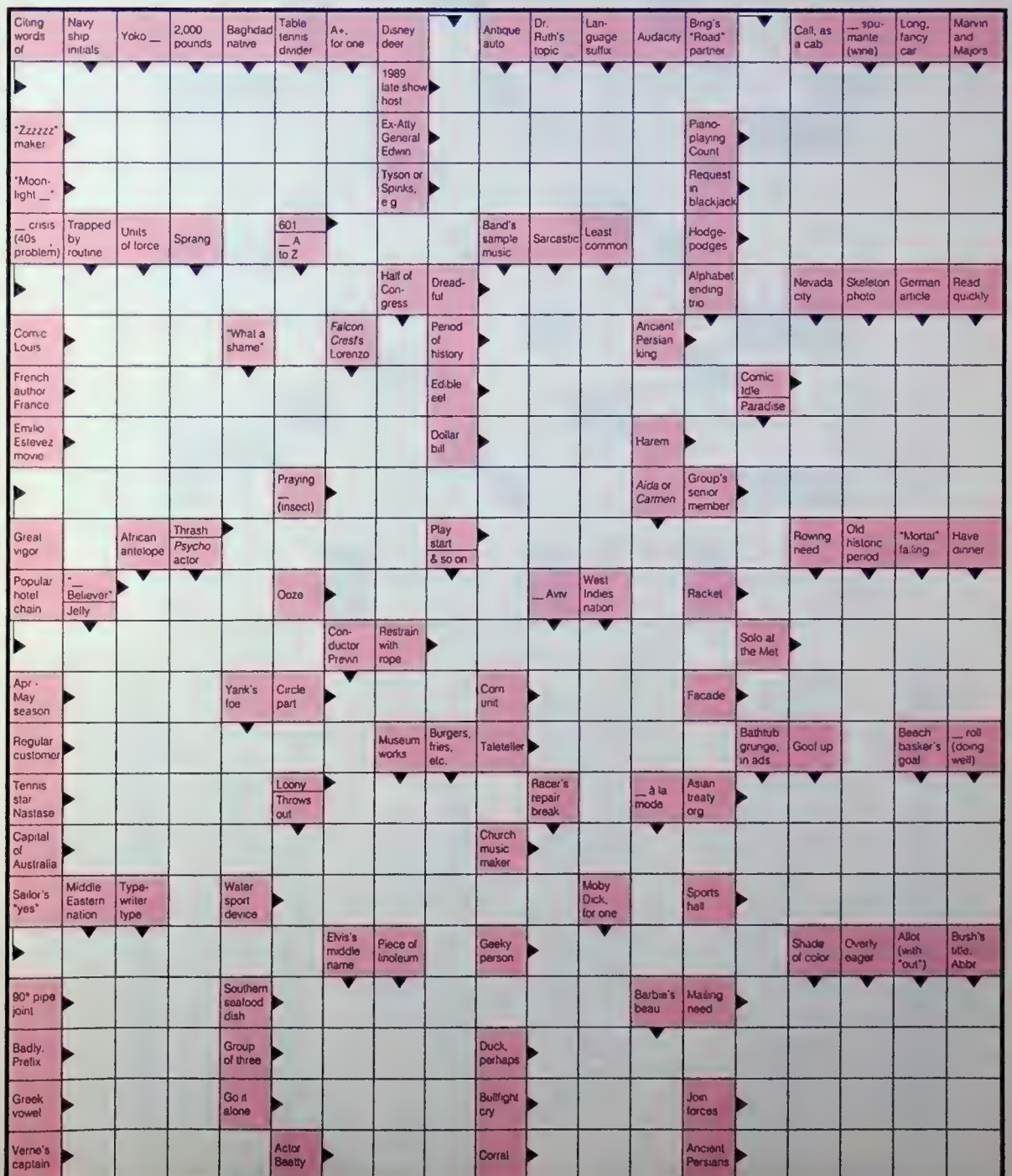


PENCIL POINTERS

By Trip Payne

★

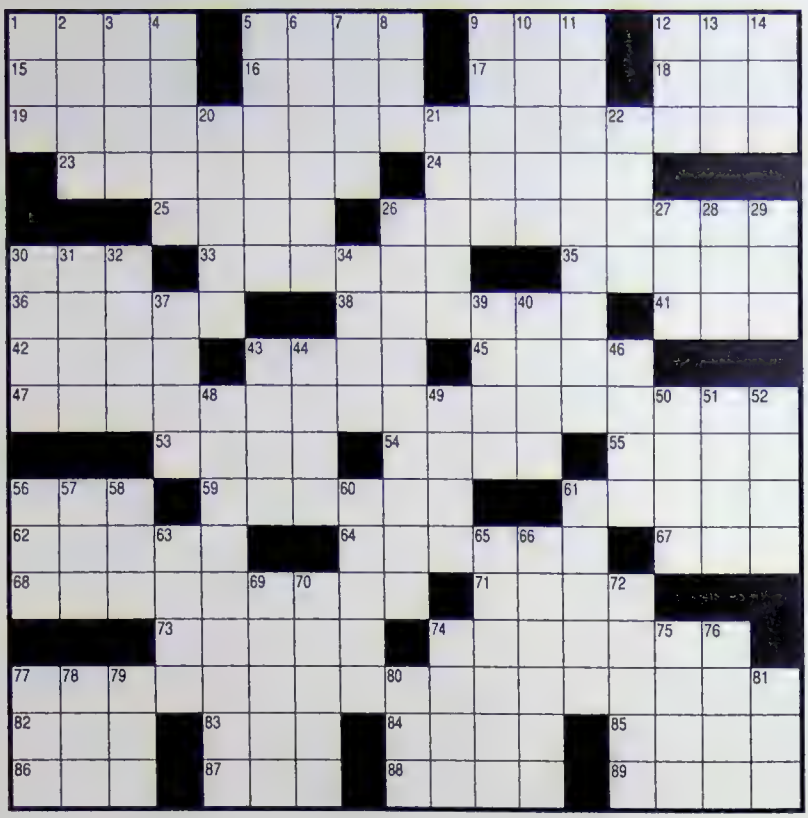
In this crossword the clues appear in the grid itself. Enter the answers in the direction of the pointers.



EVASIVE ACTION

By Betty Jorgensen

★★



ACROSS

1 Rich Little, for one
5 Let the cat out of the bag
9 Rush
12 Duffer's goal
15 Designer Chanel
16 One-time "divorce capital"
17 ___ Kippur
18 Coach Parseghian
19 Start of a quip: 4 wds.
23 Small, active birds
24 Borneo ape, for short
25 Return envelope, for short
26 Long European visit: 2 wds.
30 '60s draft org.
33 Plant classifications
35 The Jetsons' dog
36 Greek strongman
38 Deaden
41 Kind of can or horn
42 Horse guide
43 Distinctive atmosphere
45 Beer ingredient
47 The quip continued: 5 wds.
53 512, to Nero
54 Use swearwords
55 Old King ___
56 Greek vowel
59 Hand to the next person: 2 wds.
61 Put on, as a show
62 Himalayan country
64 Forty winks
67 June honoree
68 Makes outstanding: 2 wds.
71 Samoan capital
73 Princess's crown
74 "Bigtime" guy, of song
77 End of the quip: 4 wds.
82 Raw metal
83 Electrical workers: Abbr.
84 Singer Jerry
85 Word with "shoppe"
86 Synagogue seat
87 Truman's successor, for short
88 Arsenal's supply
89 Closed sac

DOWN

1 German exclamation
2 e. e. cummings, e.g.
3 Return a call?
4 Wanders
5 Result of a fall, perhaps
6 Of the Easter season
7 Aardvark snacks
8 Halloween cry
9 Nine-headed serpent
10 Hawkeye State resident
11 Correctable, as text
12 Sidekick
13 Guggenheim collection
14 Cheering word
20 Dateless men
21 Navigation system
22 Actors' representatives: Abbr.
26 Heavy outer garment
27 Baseball great Mel
28 Pseudo-psychic Geller
29 Writer L. ___ Hubbard
30 Indian garment
31 "Let it stand," to a printer
32 Skidded
34 Spain's second-longest river
37 "And giving ___, up the chimney he rose": 2 wds.
39 Strike callers, perhaps
40 Glove compartment items
43 It's east of the Urals
44 *Les Etats-*___ (United States, in France)
46 Diplomat's talent
48 Did a how-to
49 Mame, relatively speaking?
50 Way to go
51 Gymnast Korbut
52 Require
56 Half-ems
57 Peg for Palmer
58 Fitting
60 "Get out of here!"
61 Short auto trips
63 Italian wine area
65 Flamethrower's fuel
66 Summits
69 Walked like an expectant father
70 Got up
72 Kind of committee: 2 wds.
74 Vega, for one
75 Slithery
76 1981 Warren Beatty film
77 "Sock" dance
78 Anger
79 Give a needling?
80 Zsa Zsa's sister
81 Asian holiday

SCHEDULE SCRAMBLE

By Nick North

★★★

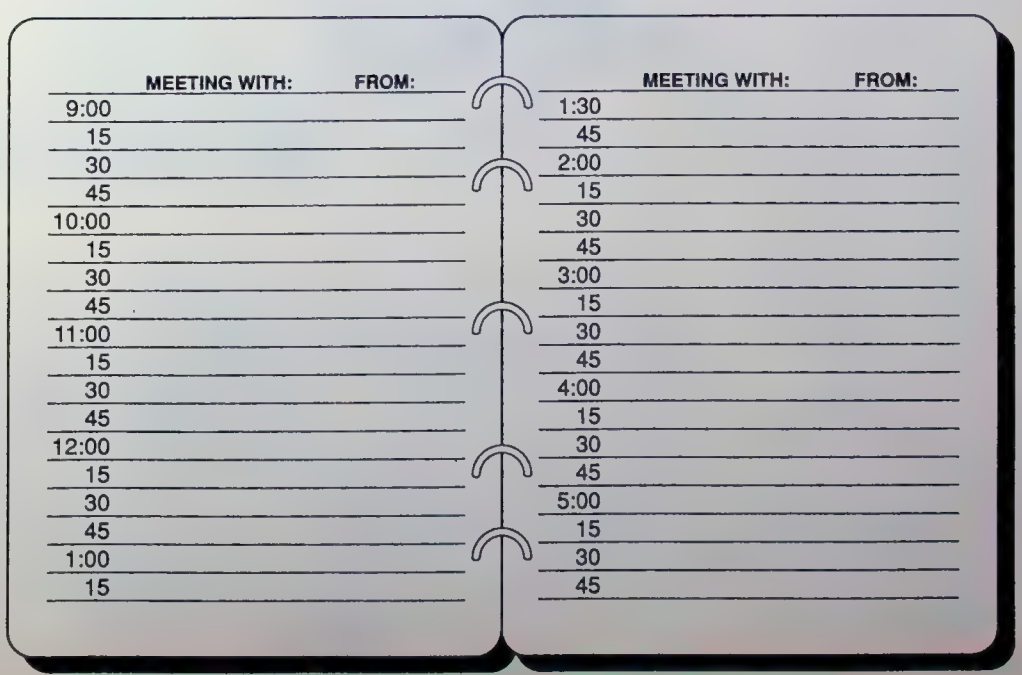
The new secretary arrived at 8:30 on his first day to find himself faced with the task of assembling a schedule of meetings from the few rough notes left on his desk by his predecessor:

1. Ms. Golding should come before the woman from Sherman's does.
2. The meeting with Quay's should last an hour, but should be shorter than the meeting with Ms. Bunyan in the afternoon.
3. The longest meeting should last an hour longer than the one with Mr. Eliot immediately before it.
4. The meeting with the man from Underwood's should end the day nicely.
5. Make sure the person from Polk's, not Ms. Hardy, comes before the meeting with Reed's.
6. Tell the boss not to mention Chaucer to Fielding—they were recently divorced.
7. The boss likes to take an hour-long lunch starting at 12:30 and leave the office at 6:00.
8. All the meetings take place here, except the morning meeting at Washington's—that's a 15-minute cab ride from here.
9. The meeting with Dickens should take place two hours before the meeting with the person from Vare's.
10. Have a nice day!

In the half-hour before his new boss arrived, the secretary managed to sort out the schedule. Only two meetings were scheduled to last the same amount of time, one in the morning, the other in the afternoon. The duration of each meeting was approximate to the nearest quarter-hour.

Fortunately, everything went according to plan. The woman from Taft's, not Ms. Bunyan, was the only person to arrive at 15 minutes before the hour. No one arrived at 15 minutes past the hour. The shortest meeting was in the morning, and the longest meeting of the morning began at 10:00. The man from Underwood's was not Mr. Arnold. Four men and four women attended the meetings. No two people with alphabetically adjacent initials attended meetings before or after each other.

Can you draw up the day's schedule, giving the time of each meeting, who attended it, and what company each person represented?



CARTOON REBUSES

By Will Shortz and Mike Shenk

★☆

How to Solve The answer to each rebus is a name that combines any or all of the following elements from the cartoon:

- Words or synonyms of words spoken by the characters or found elsewhere in the picture;
- Names of prominent objects in the picture;
- Isolated letters in the picture;
- Words implied by the cartoon's action or scene.

These elements are combined *phonetically* to form the name fitting the category and the number of letters given as clues above the cartoon.

Example The answer to the example cartoon above right is *Vanity Fair*. It's found by combining VAN, pictured in the background; the word IT spoken by the cabbie; the letter E on the van; and the word FARE, suggested by the scene. Put them together phonetically and you get VAN-IT-E-FARE.

How to Enter On a postcard or the back of an envelope, send us the answers to as many of these 14 cartoon rebuses as you can. Please list the components of each solution (as in VAN-IT-E-FARE) alongside the answer. You may enter as many times as you wish, but each entry must be mailed separately.

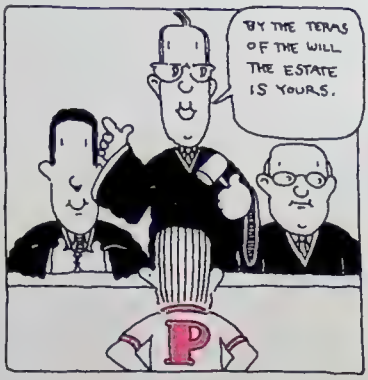
Winning The winner will be the reader who correctly solves the most cartoons. Ties will be broken by random draw.

Mail your entries to: Cartoon Rebuses, GAMES, 810 Seventh Avenue, New York, NY 10019. Entries must be received by October 2, 1989.

Ex. Magazine: 6,4

1. Soviet Republic: 7

5. French Statesman: 11



6. Food Item: 10

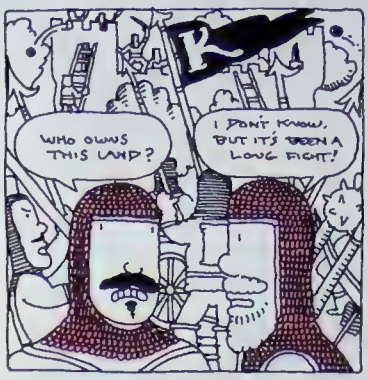
10. TV Show: 5,4

11. Occupation: 12

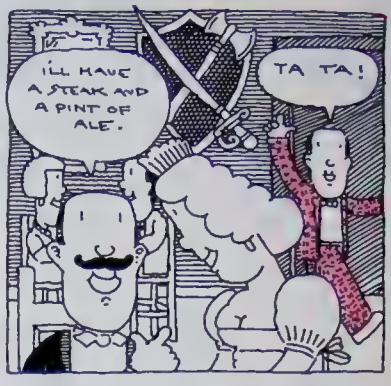
Grand Prize
$100
10 Runner-Up Prizes
A GAMES T-shirt

2. Corporation: 7,6

3. U.S. Folk Hero: 5,5



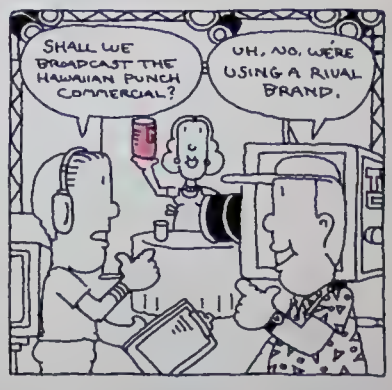
4. Sports Manager: 5,7



7. Singer: 4,6,10

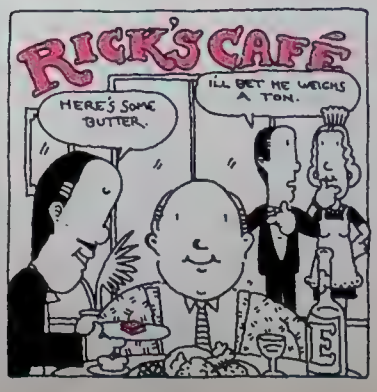
8. Fict. Character: 3,6,6

9. Movie: 4,6

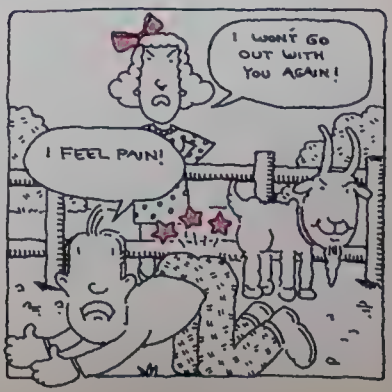


12. '80s Hit Song: 3,2,3,5

13. Actor: 7,6



14. Book and Movie: 11,1



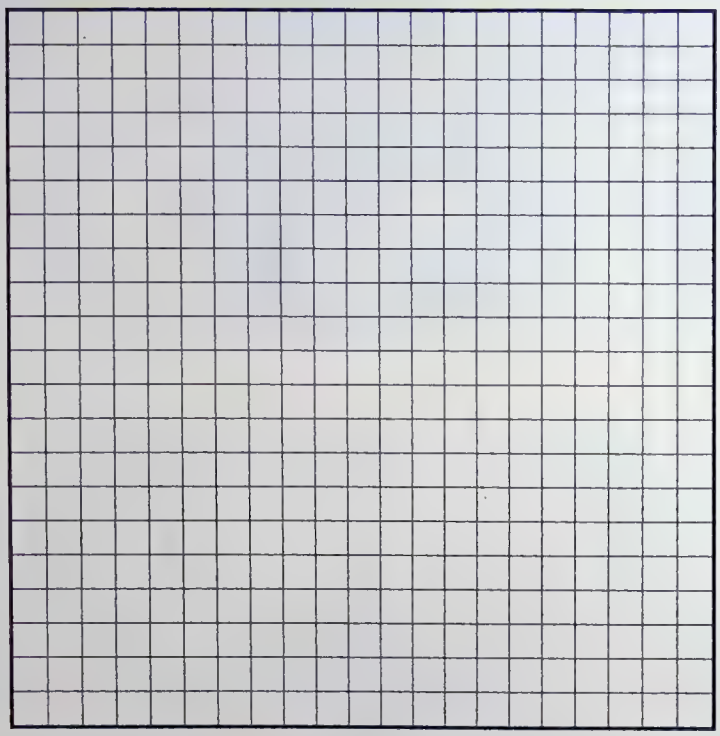
KIMBLE MEAD

ABOUT FACE

By Tom Allen

★★

This diagramless is 21 squares wide by 21 squares deep and has left-to-right symmetry. As a hint, the location of the starting square is given on the bottom left corner of page A14.



ACROSS

1 Prickly shrub
8 End zones, as in soccer: 2 wds.
10 Meeting points
12 Off the ___ (spontaneously): 4 wds.
14 Trim, as a lawn
15 Bit of paper or chewing gum
16 Ready for payment
18 Letter after "bee"
19 Humorous fellow
22 Tennis tutor
25 ___ Moines, Iowa
27 Like an antique
28 Virtuoso acts
30 Playwright's offering
32 "___ Are My Sunshine"
34 Avant-garde, perhaps: 3 wds.
38 Mexican resort town
39 Book locale
40 TV show
42 Conclusion
43 Asia Minor region
44 All the rage
45 "Act your ___ !"
46 Illegally seize
49 Grand Canyon animal
52 Needlefish
53 French possessive
54 Baseball team
55 Garish
56 ___ *generis* (unique)
57 Chow down
58 Easily noticed: 3 wds.
64 Flight schedule info.
65 Noisy clamor
67 Cooperative negotiation
68 Car of the 1920s
69 *Dukes of Hazzard* spinoff
71 Saddens
72 Koppel and Kennedy
73 Suffix with sock or buck
75 Greek war god
76 "I won't tell a soul": 4 wds.
86 With much emotion
87 Places to pick up dates?
88 Tie ___ (get drunk): 2 wds.
89 Morning moisture

DOWN

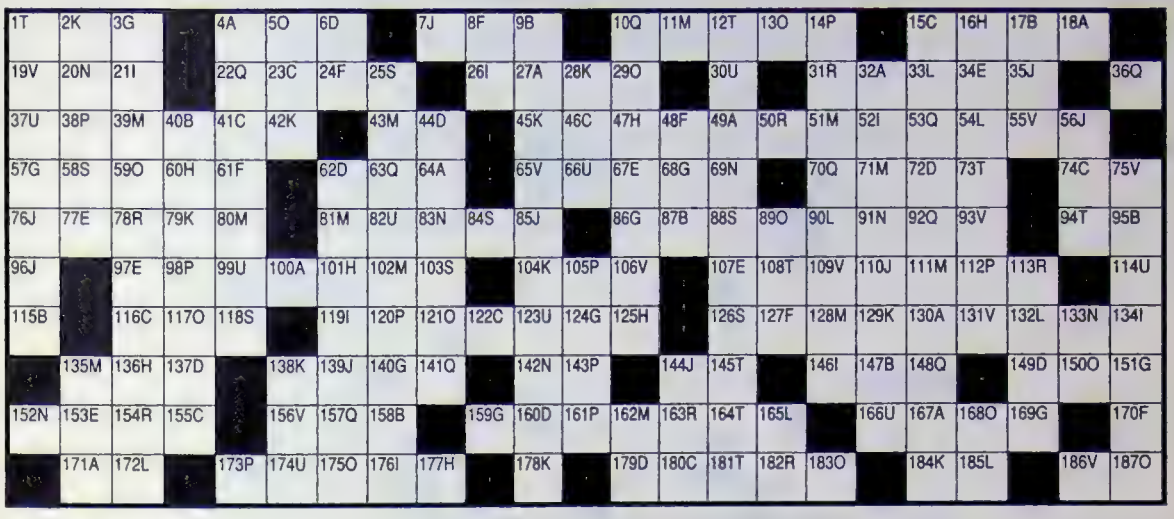
1 Cher's ex Sonny
2 Rabble
3 Permit
4 ___ Loa, Hawaii
5 Pedigree information
6 Telescope component
7 Apiece
8 The "elephant" party
9 Visualize
10 One of a kine?
11 Blue
12 A "little piggy"
13 Failure
14 Noted Florentine family
17 Pooh's donkey friend
18 Like conspirators' meetings
19 Took the gold
20 High school math: Abbr.
21 Grapevine produce?
22 Quickly-built house
23 Author Bradbury
24 House in 29-Down
26 Beginning, figuratively: 2 wds.
27 Citric cooler
28 Prison for a mob traitor?: 2 wds.
29 London restaurant district
30 Sandwich shop
31 Esoteric
33 Some lemons: 2 wds.
35 Bush Chief of Staff
36 Restroom door sign
37 Got back on the carousel
38 Desist's partner
41 Damascus's country
47 Brought to ruin
48 Superman star Christopher
50 Arm bones
51 Corner pieces, in chess
59 Sales agent, for short
60 Galley propeller
61 SSW's opposite
62 Meese and McMahon
63 Avenues: Abbr.
66 Standard
68 Clarinet part
70 Oriental beans
72 Three-spot
74 Bullfighting cry
75 100%
77 Common business abbr.
78 Harper Valley org.
79 Missile housing
80 Put right
81 Tennis star Richards
82 Finance, as the arts
83 Ollie's comedy partner
84 Cornfield unit
85 Jolson and Capp

DOUBLE CROSS

By Anne Brown

★★★

Directions appear on page 34.



A. Muckraker who exposed the Standard Oil Trust (2 wds.) — 27 64 4 49 171 18 100 167 32 130

B. Clambered up a pole — 9 147 40 95 115 87 17 158

C. Setting of Shakespeare's *Henry V* — 23 155 122 41 46 15 180 74 116

D. City where the White Nile meets the Blue Nile — 72 160 62 6 44 179 137 149

E. Gamepiece or 1950s singer — 97 107 34 153 77 67

F. Person with a feather in his cap? — 127 24 61 170 8 48

G. Racing town in England — 68 3 57 86 124 151 140 169 159

H. Satan, with "The" (2 wds.) — 60 16 47 101 136 125 177

I. First-rate, as a performance — 134 146 21 52 26 119 176

J. Natural quilt stuffing — 110 144 96 35 85 56 139 7 76

K. Edward Hopper painting set at a diner — 79 178 42 2 184 129 104 138 28 45

L. Cushioned footstool — 185 54 165 90 172 33 132

M. Classic board game based on a fictional rabbit (2 wds.) — 162 39 111 11 102 81 71 128 80 43 51 135

N. Red Ryder's horse — 83 20 142 152 133 69 91

O. Start of the route "to grandmother's house" (3 wds.) — 150 59 29 168 183 117 175 121 5 13 187 89

P. Gardener's container — 120 105 98 173 14 38 143 161 112

Q. Poe's maiden who lived in a kingdom by the sea (2 wds.) — 53 63 157 10 36 141 22 70 92 148

R. Izaak Walton's pastime — 31 50 113 182 78 154 163

S. Lucille Ball or Thomas Jefferson — 88 84 25 126 118 58 103

T. Like a sure thing (3 wds.) — 12 145 1 164 73 108 94 181

U. Small dog from Mexico's largest state — 123 66 114 166 37 30 174 99 82

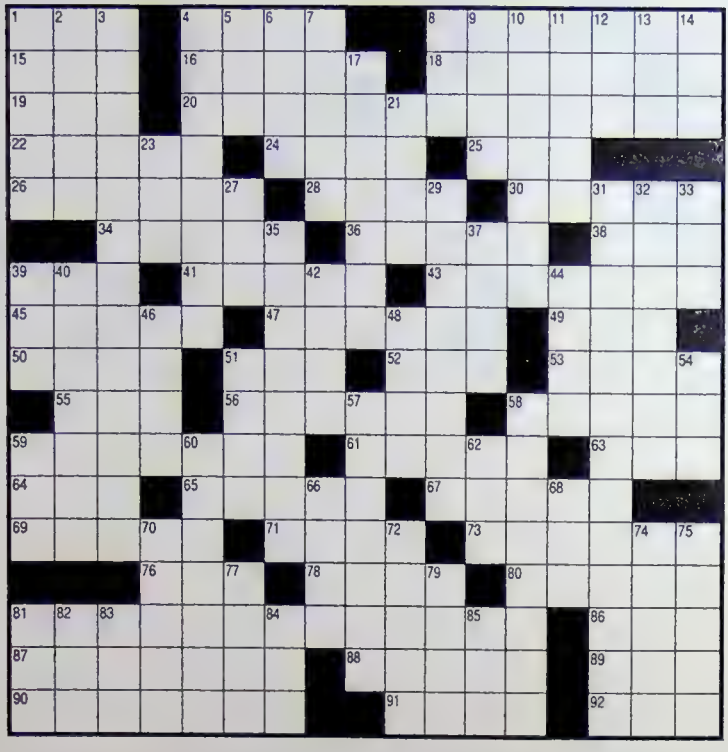
V. Not fixed, as mortgage rates — 131 93 109 75 65 19 156 186 106 55

IT'S ALL GREEK TO ME

By Richard Silvestri

★★★

The four longest answers in this crossword are missing their clues. Each of the missing clues consists of a pair of Greek letters that phonetically define the answer. For example, the phrase GAVE OUT MORE PLAYING CARDS could be defined as "Delta nu" ("dealt anew"). To solve this puzzle, first complete the crossword. Then supply the missing Greek-letter clues.



ACROSS

1 Former ember
4 Shadow
8 Shook awake
15 Bad Ems, e.g.
16 Crazy as ___
18 Had high hopes
19 Take to the pound
20 _____
22 Popular celebrity event
24 Longest Swiss river
25 Actress Alicia
26 Brooks Robinson was one
28 Spoke with forked tongue
30 Pronouncements
34 Some headwork
36 Eat at
38 Doggie bag item
39 April VIP
41 A/k/a Gordon Sumner, to rock fans
43 First or second, e.g.
45 Delivers a diatribe
47 Scanty, in Soho
49 1/6 fl. oz.
50 Ye follower, often
51 Likely
52 Stat on a Topps card
53 Has a late bite
55 *You-There* connection
56 Loch dweller
58 He cracks the whip
59 Nemesis
61 Holmes's love Irene
63 Piece of history
64 "___ So Fine" (Chiffons hit)
65 Monroe's *The Seven Year Itch* costar
67 Evert's ex
69 Matching felony?
71 Joint
73 Asiatic plain
76 One who makes an animal sound?
78 Stromboli outpouring
80 Ribbed fabric
81 _____
86 Former Pakistani strongman
87 Press a point
88 Put in the log
89 Bodhidharma's sect
90 U.S. invaders of 1964
91 Aqueduct info
92 Do sum work

DOWN

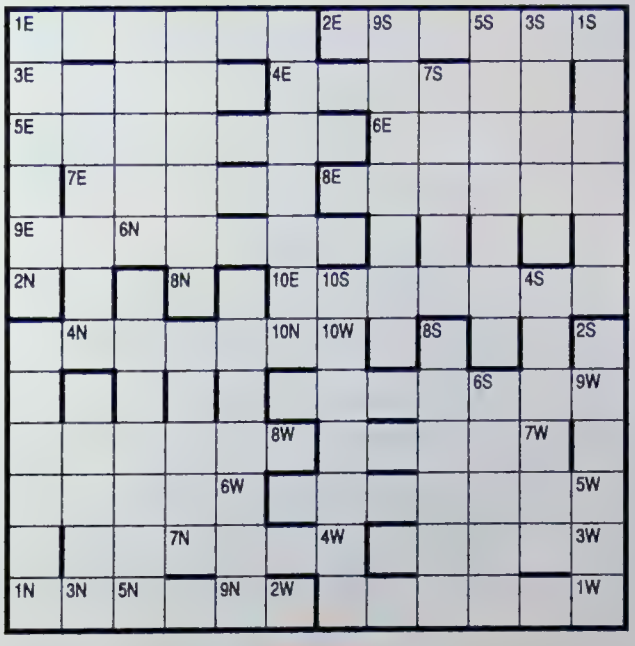
1 Elroy's dog
2 Lead for a hound
3 _____
4 Insensitive
5 Frazier foe
6 Tittle
7 True-blue
8 Informant
9 Labor Dept. agcy.
10 Toppled
11 Six-Day War setting
12 Tetra- less one
13 Sniggler's catch
14 RMN was his running mate
17 Panamanian dictator
21 Not e'er
23 Native land
27 Get the fare down?
29 Knocker alternative
31 _____
32 John McIntyre's nickname
33 Pac.'s counterpart
35 Grinned goofily
37 Half *sechs*
39 ___-Magnon
40 Idle talk
42 New Jersey quintet
44 ___ *Gift* (W.C. Fields film)
46 *Tiger Beat* rival
48 Part of a crossword
51 Freshly
54 Mazatlán Mrs.
57 Nautical rescue
58 Hambletonian entries
59 "So that's it!"
60 Not particular
62 Urban railways
66 Easter bloom
68 Old bow material
70 Open to view
72 Social occasion
74 Practiced diligently
75 Spiral-horned antelope
77 *Soap* family name
79 ABM part?
81 U.K. party
82 Meteor follower
83 Drink with crumpets
84 ___ *judicata* (decided issue)
85 Theater co.

FOLLOWING DIRECTIONS

By Mike Shenk

★★★

The clues to this puzzle are given in sets of four. These clues in turn lead to four answers, one of which reads in each of the four main compass directions (east, west, north, and south). For example, one of the clues in the first set leads to a word that runs east starting in the square labeled 1E; another leads to a word reading north (upward) starting in the square labeled 1N; and so on. In all cases, there will be one superfluous letter in the definition half of the clue. This letter (E, W, N, or S) will indicate the direction in which that answer should be entered. As an example, the clue "Prince breaking cots" would lead to the answer COST, entered north (indicated by the extra "n" in the definition "price"). The clues in each set are given in random order.



CLUES

1 Sire a green alien
Models holding top of slightly warmed bands
Behold the bee mad as a hornet
Flies circling tip of nose—parts of some snubs?

2 Stick with a pine tar finally, in part
Health clubs hold sadomasochistic "thrones of pain"
Won the other side's Oscars in a remake
Walk with 101, coming back to scold mass

3 Speak about slumber
Heard stuff that's true in the middle of supper
Beef brewed in Tang usually
Inverted ends of spines

4 Shrewd place to turn to cover hearing (2 wds.)
Slight bit of eggs amid breakfast meat
Twisted trees around college lawn in France
Prayer leader called for peace

5 Mussing one in worship
Every dim sailor is included in cut
Prisoner and guard in view
Wild toga use results from linens coming down?

6 I set the price in a range
Returned music for wassail (2 wds.)
In disbelief, I verify fine
Spain attacks general amid bad reviews

7 Overturned unblended bit of tequila below one's lid
Scorer unsurprisingly catches punt on TV again
Again shed light on retreats from rooftop slayer
Howard Cosell's head pain

8 Regrets turning at heron in a Sondheim musical
Leech was swimming around beer
Backing a prostitute's lawyers
Play with us after cold dessert item

9 At first, pluckers resist cuckoo feathers
Early sage in daydream
Like a prow rope wrapping Dad
Fortress built around one Spanish arena

10 Granting top story among the French
Around spring period, sister sold movies
Wailing Wall's back half is breaking in serpentine shape
Doctor braces to catch one giving reefer to a source

ANSWERS PLUS

A1 P-A SYSTEM

1. *Psycho, Spellbound, Vertigo, Notorious, Rope, Rebecca* (Alfred Hitchcock movies)
2. Pine, cedar, sequoia, palmetto, balsa (trees)
3. Pepsi, Tab, Fanta, Sprite, Shasta (soft drink brands)
4. Polka, Charleston, foxtrot, conga (dances)
5. Paraguay, Chile, Colombia, Bolivia, Argentina (South American countries)

The leftover letters do, in fact, spell "nothing of relevance."

A2 THE "GAMES" TOP TEN

1. Fiction best sellers (*The New York Times Book Review*)
2. Pop albums (*Billboard*)
3. Computer games (*MacWorld*)
4. Industrial corporations (*Fortune* 500)
5. Television ratings (*USA Today*)
6. Men's razors (*Consumer Reports*)
7. Movie box office receipts (*Variety*)
8. Video discs (*Video Review*)
9. National League batting leaders (*The Sporting News*)
10. Most active stocks (*Barron's*)

A3 FOLLOWING DIRECTIONS

S	E	E	T	H	E	P	I	E	R	C	E			
M	E	T	A	L	C	A	N	T	E	R	N			
S	T	A	R	L	I	T	F	I	V	E	R			
A	E	R	U	P	T	W	A	L	E	S	A			
P	R	I	E	S	T	S	N	E	R	T	G			
S	U	S	S	E	A	S	C	R	I	B	E			
S	S	E	N	L	L	I	Y	C	E	E	I			
R	S	G	U	I	E	L	B	A	P	A	C			
A	T	A	R	T	S	E	H	C	A	C	E			
N	O	T	E	S	D	N	E	T	N	O	C			
O	P	U	R	A	E	T	S	U	G	N	A			
S	S	O	R	C	A	S	E	S	S	O	P			

The clue word with the direction deleted is given in italics: 1. Enrage (a green; *ire*); posses (poses + s; *armed*); seethe (see + the; *be*); sonars (soars + n; *subs*) 2. Pierce (r + piece; *pin*); spasms (spas + SM; *throes*); across (Oscars; *on*); icecap (pace + CI; *cold*) 3. Crest (C. + rest; *peak*); metal (T + meal; *hard*); Angus (tANG USually; *breed*); spots (stops; *spies*) 4. Tear up (put + ear; *shred*), beacon (e + bacon; *light*); Sûreté (trees + U; *law*); canter (cantor; *pace*) 5. Reverie (I + revere; *musing*); starlit (tar + slit; *very*); contend (con + tend; *vie*); outages (toga use; *lines*) 6. Irate (I + rate; *rage*); set on (notes; *assail*); fiver (disbelieF I VERify; *fin*); pangs (G + pans; *pain*) 7. Erupt (pure + t; *blow*); rerun (scoRER UNsurprisingly; *put*); tiler (relit; *layer*); cache (C + ache; *hoard*) 8. Seurat (rues + at; *hero*); Walesa (was + ale; *Lech*); strata (a tart's; *layers*); cactus (act + us + C; *desert*) 9. Priests (p + resist; *fathers*); infancy (in + fancy; *age*); capable (cable + pa; *pro*); Castile (castle + I; *area*) 10. Lattice (attic + le; *grating*); silents (Lent + sis; *old*); illness (li + in + ess; *ailing*); ascribe (braces + I; *refer*)

A4 DÉJÀ VU

L	A	U	G	H	I	N		R	E	A	L	M	C	C
O		R				O		N				E		J
V	A	L	E	R	I	E		I	R	O	N	S	I	D
E		E				E		D		A		A		S
B	A	R	N	E	Y	M	I	L	L	E	R		S	T
O		A				A		Y		M		T		E
A	L	I	C	E			B	O	N	A	N	Z	A	
T		R		G			G			T		S		R
	S	L	E	D	G	E	H	A	M	M	E	R		D
		S		T		A		R		B		T		E
N			S		G			T	A	X	I		R	
A	T	E	A	M		M		N			R		M	
K			A		A		G	U	N	S	M	O	K	E
E		H		G		R		M			N		N	
D	R	A	G	N	E	T		A			B		A	
C		R		U		T			D	R	A	G	N	E
I		R		M	I	S	T	E	R	E	D		R	
T		Y				A			O			A		
Y		O	N	E	I	N	A	M	I	L	L	I	O	N

A5 IT'S ALL GREEK TO ME

A	S	H		T	A	I	L			R	O	U	S	T	E	D
S	P	A		A	L	O	O	N		A	S	P	I	R	E	D
T	O	W		C	I	T	Y	O	N	T	H	E	N	I	L	E
R	O	A	S	T		A	A	R	E		A	N	A			
O	R	I	O	L	E		L	I	E	D		D	I	C	T	A
		I	D	E	A	S		E	R	O	D	E		O	R	T
C	P	A		S	T	I	N	G		O	R	D	I	N	A	L
R	A	N	T	S		M	E	A	G	R	E		T	S	P	
O	L	D	E		A	P	T		R	B	I		S	U	P	S
	A	R	E		N	E	S	S	I	E		T	A	M	E	R
A	V	E	N	G	E	R		A	D	L	E	R		E	R	A
H	E	S		E	W	E	L	L		L	L	O	Y	D		
A	R	S	O	N		D	I	V	E		S	T	E	P	P	E
			V	E	T		L	A	V	A		T	W	I	L	L
L	I	T	E	R	A	R	Y	G	E	N	R	E		Z	I	A
I	T	E	R	A	T	E		E	N	T	E	R		Z	E	N
B	E	A	T	L	E	S			T	I	P	S		A	D	D

The four missing clues are:
20-Across: Chi rho ("Cairo")
81-Across: Psi phi ("Sci-fi")
3-Down: Mu mu ("muumuu")
31-Down: Eta pi ("ate a pie")

A6 EVASIVE ACTION

A	P	E	R		B	L	A	B		H	I	E		P	A	R
C	O	C	O		R	E	N	O		Y	O	M		A	R	A
H	E	H	A	S	U	N	T	O	L	D	W	E	A	L	T	H
	T	O	M	T	I	T	S		O	R	A	N	G			
		S	A	S	E		G	R	A	N	D	T	O	U	R	
S	S	S		G	E	N	E	R	A			A	S	T	R	O
A	T	L	A	S			B	E	N	U	M	B		T	I	N
R	E	I	N		A	U	R	A		M	A	L	T			
I	T	D	O	E	S	N	O	T	A	P	P	E	A	R	O	N
		D	X	I	I		C	U	S	S			C	O	L	E
E	T	A		P	A	S	S	O	N			S	T	A	G	E
N	E	P	A	L			C	A	T	N	A	P		D	A	D
S	E	T	S	A	P	A	R	T		A	P	I	A			
		T	I	A	R	A		S	P	E	N	D	E	R		
H	I	S	I	N	C	O	M	E	T	A	X	S	H	E	E	T
O	R	E		E	E	S		V	A	L	E		O	L	D	E
P	E	W		D	D	E		A	R	M	S		C	Y	S	T

A7 SPREAD SHEET

S	O	D		B	E	C	K	O	N		A	W	H	I	L	E
T	H	E		A	Q	U	I	N	O		L	A	U	D	E	D
O	N	A		B	U	T	T	E	R	F	L	Y	N	E	T	S
P	O	L	L	O	I		S	R	O		S	T	A	G	E	
		I	O	N	A		I	R	S			S	O	L		
C	O	L	O	N	E	L	M	U	S	T	A	R	D			
A	N	O	N			A	N	N		M	E	A	T	S		
N	E	W	S		P	R	O	M		S	U	N	D	A	E	S
I	C	E		J	A	M	P	A	C	K	E	D		C	A	P
S	U	L	T	A	N	S		S	O	I	L		L	O	L	A
	P	L	A	N	E		K	O	D			A	M	E	N	
		J	E	L	L	Y	S	T	O	N	E	P	A	R	K	
L	O	S		S	O	U		O	U	R	S					
A	C	T	O	N		C	C	I		D	E	E	J	A	Y	
T	H	E	M	A	Y	O	C	L	I	N	I	C		U	S	E
E	R	M	I	N	E		A	S	F	A	S	T		M	I	A
R	E	S	T	O	N		S	A	I	N	T	S		P	A	R

A8 DOUBLE CROSS

A. IDA TARBELL
B. SHINNIED
C. AGINCOURT
D. KHARTOUM
E. DOMINO
F. INDIAN
G. NEWMARKET
H. EVIL ONE
I. STELLAR
J. EIDERDOWN
K. NIGHTHAWKS
L. OTTOMAN
M. UNCLE WIGGLY
N. THUNDER
O. OVER THE RIVER
P. FLOWERPOT
Q. ANNABEL LEE
R. FISHING
S. REDHEAD
T. IN THE BAG
U. CHIHUAHUA
V. ADJUSTABLE

The air was alive over the land, like a flame burning, it scintillated, waved and shone like running water, mirrored and doubled all objects.... In the [African] highlands you woke upin the morning and thought: Here I am, where I ought to be.—Isak Dinesen, *Out of Africa*

A9 DÉJÀ VU HINT

The first word across is LAUGH-IN.

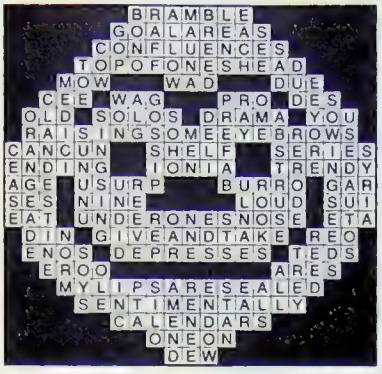
A10 ABOUT FACE

1-Across starts in the eighth square of the top row.

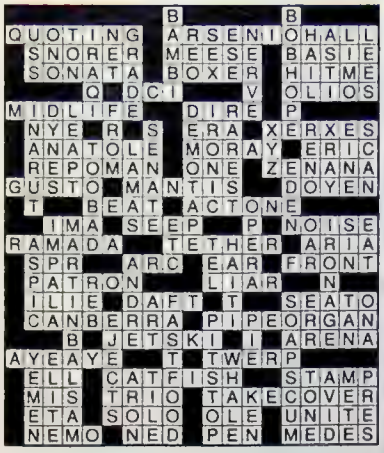
A3 CRYPTO-FUNNIES

Panel 1: How is Jenny doing in school?
Panel 2: Just great. She's by far the brightest in the class.
Panel 3: In fact, she's the most advanced first grader I've ever had
Panel 4. You mean "fourth."

A10 ABOUT FACE



A5 PENCIL POINTERS



PENCILWISE PLUS LAUNDRY

JUNE/JULY

"Squaring Up" (page A8) had me going in circles! The answer key shows that pieces A, C, I and D, E, G would form the squares. I actually took a pair of scissors to my book to prove you wrong. The correct answers should be A, D, I and C, E, G.

Thanks for the challenge, but I do regret having to cut up the magazine. How about a GAMES T-shirt to ease the pain?

Peggy Doleshal
Wichita, KS

It's only fitting.— Ed.

A7 SCHEDULE SCRAMBLE

The day lasts from 9 A.M. to 6 P.M., with an hour for lunch (clue 7) and 30 minutes traveling time (two 15-minute cab rides, from clue 8) This leaves 7-1/2 hours for the eight meetings Since only two meetings have the same duration, there are two possible sets of times, with either two 15-minute meetings or two 30-minute meetings. Given that the shortest meeting is in the morning, there cannot be two 15-minute meetings The durations of the eight meetings, therefore, are 15, 30, 30, 45, 60, 75, 90, and 105 minutes

The longest meeting, then, is 1 hour and 45 minutes long, and Mr. Eliot's before it is 45 minutes (clue 3). If these two meetings occur in the morning, along with the two cab rides and the shortest meeting, only 15 minutes are left over. Since there can be only one 15-minute meeting, the longest meeting must be in the afternoon. Of the 4-1/2 hours of meetings in the afternoon, three hours are occupied by Mr Eliot, the longest meeting, and one of the 30-minute meetings. The remaining meeting of the afternoon, then, is 90 minutes long.

The morning meetings, therefore, last 15, 30, 60, and 75 minutes. The longest meeting of the morning begins at 10:00 and ends at 11:15. Since the following meeting cannot begin at that time, the longest meeting must be the one at Washington's, with 15-minute cab rides before and after it. The trip to Washington's begins at 9:45, so it must be preceded by the 30- and 15-minute meetings, in that order. The hour-long meeting with Quay's (clue 2) must begin at 11:30.

The first meeting in the afternoon must be 30 or 90 minutes long; otherwise the second meeting would begin at 15 minutes past the hour. If the second meeting of the afternoon is 30 or 90 minutes long, then the final meeting would begin at 4:15; therefore it must be the 45-minute meeting with Mr. Eliot. The third meeting, then, begins at 15 minutes before the hour, which means it must be with the woman from Taft's, not Ms. Bunyan. Ms. Bunyan's meeting, which must last longer than an hour (clue 2), must be the 90-minute meeting. Since the final meeting is with a man (clue 4), Ms. Bunyan's meeting must be the first in the afternoon, with the final meeting lasting 30 minutes.

Since Dickens arrives 2 hours before the person from Vare's (clue 9), his meeting must begin at 11:30. Therefore Dickens is from Quay's and Ms. Bunyan is from Vare's. By elimination, the woman from Sherman's arrives at 9:30, after the meeting with Ms. Golding at 9:00 (clue 1). Since Ms. Hardy cannot be in the next meeting after Ms. Golding (because their initials are alphabetically adjacent), she must be in th 3:45 meeting, with Taft's. Since Fielding cannot be after Ms. Golding, the 9:30 meeting must be with Ms. Chaucer. Mr. Arnold is not from Underwood's, so he must be from Washington's in the 10:00 meeting. Since Polk's is before Reed's (clue 5), it must be at 9:00, with Mr. Eliot from Reed's at 3:00.

In summary:

9:00-9:30	Ms. Golding	Polk's
9:30-9:45	Ms. Chaucer	Sherman's
10:00-11:15	Mr. Arnold	Washington's
11:30-12:30	Mr. Dickens	Quay's
12:30-1:30	LUNCH	
1:30-3:00	Ms. Bunyan	Vare's
3:00-3:45	Mr. Eliot	Reed's
3:45-5:30	Ms. Hardy	Taft's
5:30-6:00	Mr. Fielding	Underwood's

CONTEST RESULTS

From April/May

TYPE CAST

With more than 7,000 entries, "Type Cast" has become the most popular contest in Pencilwise Plus's two-year history. Readers were given a jumble of letters comprising the complete alphabet in the type style we use for GAMES's logo and asked to determine the six-letter word that could be formed by rearranging the face-down letters. Over 98% correctly identified the word as JUMBLE. The 20 face-up letters are labeled below.

The grand-prize winner of $100, whose envelope was chosen at random from the correct entries, is Stephen Raidbard, of Stamford, Connecticut. Because of the record-breaking number of entries, we doubled the number of runner-up prizes from five to ten. Thus, GAMES T-shirts go to the following: Robert Clemmons, Long Beach CA; K.L. Deamess, Hamilton, Ontario; A. Dingler, Portland, OR; Anne Fay, Halifax, Nova Scotia; Christine Haley, Boxford, MA; Jeff and Jay Margolis, Succasunna, NJ; Barbara Maxwell, Sunland, CA; J. David Morgan, West Chester, PA; Dan Mueller, Downers Grove, IL; and Drew Pollack, Duluth, MN.

—Peter Gordon

THE "GAMES" TOP TEN

By Lou Kesten

★☆

One of David Letterman's most popular routines is his nightly "Top Ten" list. We've decided to follow in his footsteps, but instead of making up our own categories we borrowed top 10 lists from 10 other magazines and newspapers. Each item below is clipped from one such widely read list. How many of the 10 categories can you identify? And for bonus points (we don't expect you to get all these), how many of the publications can you name?

1 **THE SATANIC VERSES,** by Salman Rushdie. (Viking, $19.95.) Two émigrés from Bombay enact the roles of good and evil in contemporary London. 1 11

2 3 2 14 **TONE LOC** DELICIOUS VINYL DV 3000/ISLAND (8.98) (CD) LOC-ED AFTER DARK

20 3 3 **Flight Simulator** *Microsoft*

4 4 **INT'L BUSINESS MACHINES** Armonk, N.Y. 59,681.0 10.1 5,806.0 1 10.4

8:30 **The Wonder Years** (ABC) 27.4 18.4 29 *5

6 *Safeway Twin Blade (Trac II handle)* C 2 9/ 2.79 4.73 12

SCANDAL MMX 727,522 7 683,875 8

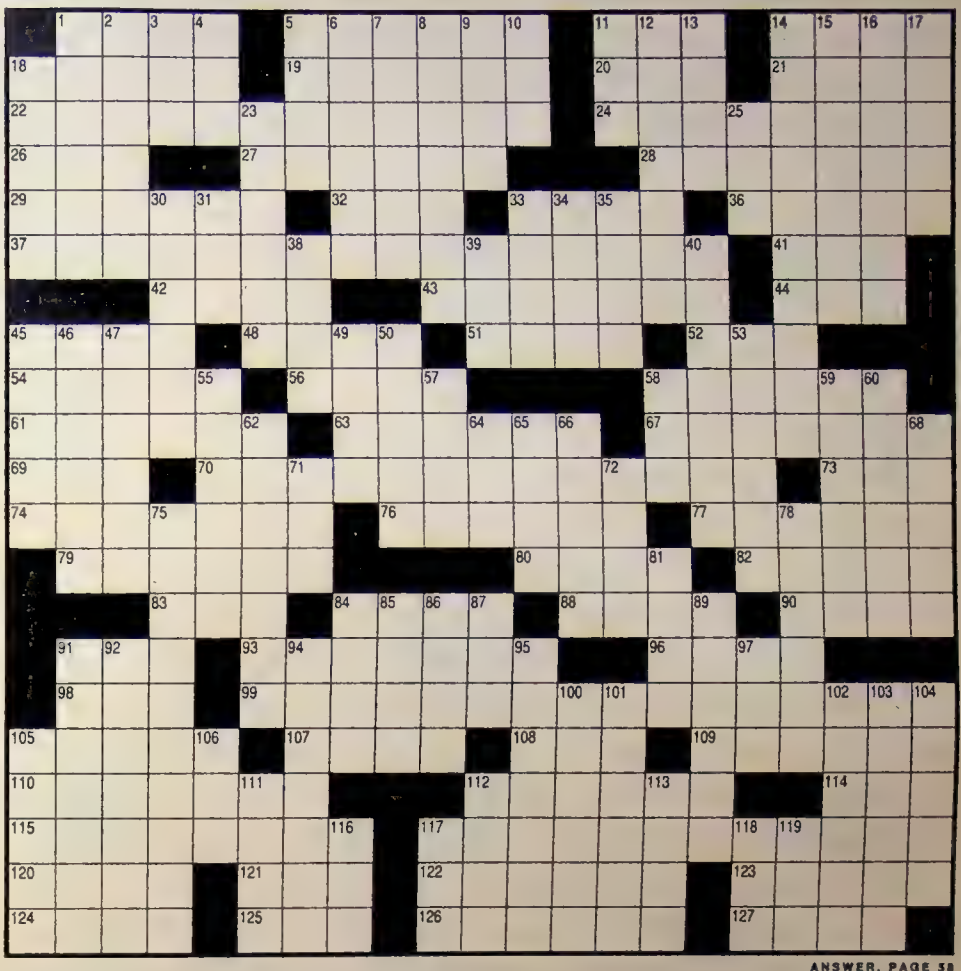
8 **MOONWALKER** — CBS Music LV—$39.98

9 Guerrero .328 38 134 16 44 13 0 5 29 17 16 0 0 2 .537 .397

10 UnisysCorp 54547 26⅛+ ¾

A WAY WITH WORDS ★★★

BY WILL WENG



ANSWER, PAGE 58

ACROSS

1 Resonant
5 Brute force
11 Delivery org.
14 TV emcee Jack
18 Trawler equipment
19 Where a bump may be
20 Miss Meriwether
21 Bean variety
22 Some Wall Street firms
24 Beijing tongue
26 Bit of baby talk
27 1040 entry
28 Matching a poker bet
29 Finally
32 Prior to
33 Adventure tale
36 Malmö native
37 Carefully examine, as a contract
41 QU link
42 Buy ___ in a poke
43 Italian seaport
44 "Who am ___ say?"
45 Slip a mickey to
48 Astro-drink
51 Insect that flipped over 48-Across?
52 Trig. preceder
54 With spiral scrollwork
56 The first Mrs. Copperfield
58 Plains Indians
61 Weak excuse
63 Military greeting
67 Sullied
69 Last queen of Spain
70 Start a letter
73 1986 GE acquisition
74 Refuse, politely
76 32-card game
77 Uri the spoonbender
79 Latest dope
80 Goes amiss
82 *The Cloister and the Hearth* author
83 Greek "trident"
84 Test for H.S. juniors
88 Diary's span
90 Overwhelms
91 It might needle you
93 Temporary substitute
96 *Shane* star
98 Wordsworth work
99 JFK's comment about a prolific author, with 117-Across
105 Finest part
107 Reply to the Little Red Hen
108 WW2 info agcy.
109 French strawberry
110 Intros
112 River bordering Zaire
114 1959 Kingston Trio hit
115 Junior planet
117 See 99-Across
120 Futurist
121 In the manner of
122 Like j's
123 Tiny actor Billy
124 Long-time Spandau inmate
125 Haw's partner
126 Barber's need
127 Vaulted room

DOWN

1 Signify
2 Phantoms
3 Compass dir.
4 Part of f.p.s.
5 Eve's counterpart
6 Nonprofit Xmas card publishers
7 Sudden enlightenment, in Zen
8 One of 14 Popes
9 Group knowledge
10 Examples, for short
11 City on the Danube
12 Lowly worker
13 Faxed
14 He'll make a scene
15 Most vivacious
16 Have ___ (intend)
17 Grazing site
18 Cotton candy, essentially
23 Hip
25 *Rheingold* beginning?
30 Slow ballet dance
31 Castrol rival
33 Play, as records
34 Geometry calculation
35 Essence
38 "Zounds!"
39 Ten-millionth of a joule
40 Collaborating
45 Used a Veg-o-matic
46 ABC's Arledge and others
47 Put things in closets, maybe
49 Beezer
50 Tidbit for Bacchus
53 Pantry
55 Local ads in network shows
57 Writer Waugh
58 Seraglio section
59 FAA concern
60 Break away
62 Slightly brown
64 Actress Merkel
65 Makeshift swing
66 Dictionary word
68 Has the nerve
71 West, for one
72 Now's partner
75 Some deaf people
78 ___ dog's life (suffers)
81 Boutique sign
84 A bit, to Mehta
85 Bit of marital discord
86 Hindu fire god
87 Playing marble
89 Basket fiber
91 Read the omens
92 Brainstorms
94 Pliant
95 Will court
97 Women's grp. founded in 1890
100 "___ girl just like the girl ..."
101 Harder to spot
102 Race officials
103 Brideshead, for one
104 All systems go
105 Disagree sharply
106 Soviet Skylab
111 Ham raiser
112 "Whoops!"
113 Max. factors
116 TVA product
117 6-pt. plays
118 Jazz group?: Abbr.
119 Urban music

CHARACTER ANALYSIS ★★

BY PETER FAHRNI

The Japanese system of writing called Kanji is derived from Chinese and contains more than 5,000 characters, each representing a complete word or idea. Individual characters can themselves be combined to form tens of thousands of additional expressions. Below are nine Japanese terms, each made of two kanji (reading downward), which correspond exactly to the English terms printed underneath. To solve, match the kanji with their English counterparts, working logically from the overlapping parts, and write your answers in the blanks. When you're done, transfer the initial letters of the words in the blanks to the boxes at the bottom of the page—following the order indicated—to spell the title of the first major novel of Yukio Mishima (1925-70), the most famous Japanese writer of the 20th century.

ANSWER, PAGE 60

魚 1._____ 油 3._____ 鉱 5._____

油 2._____ 布 4._____ 油 6._____

南 7._____ 海 9._____ 海 11._____

米 8._____ 魚 10._____ 鰻 12._____

北 13._____ 絹 15._____ 北 17._____

鮮 14._____ 業 16._____ 米 18._____

English Terms

Silk industry | Fish oil | North Korea | Oil cloth | Sea eel

North America | South America | Mineral oil | Sea fish

Novel by Yukio Mishima

4	2	13	1	12	7	9	16	3	17	11		6	10		8		5	18	15	14

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 58

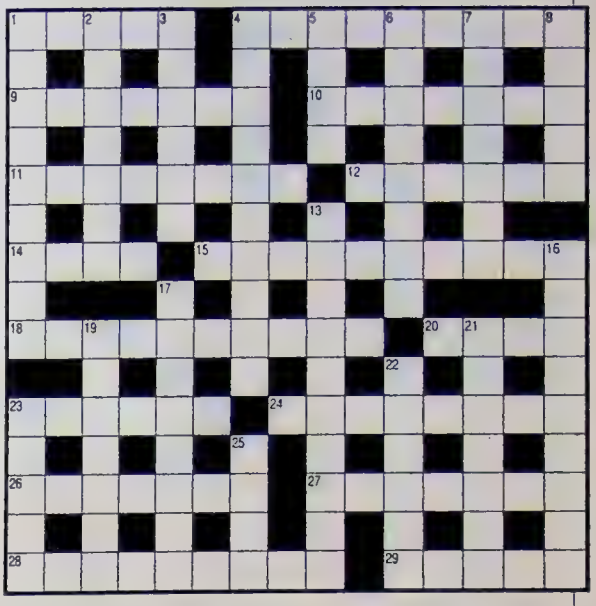
PUZZLE 1 BY EMILY COX & HENRY RATHVON

ACROSS

1 Heron with part of leg retracted (5)
4 Comic actor makes stylish Persian poet cross (5,4)
9 Noriega ruined a period of our history (4,3)
10 Tax also upset member of a jazz band (4,3)
11 Insane Rhode Island girl's song (8)
12 Six autos for churchmen (6)
14 Wear out Michelin product (4)
15 In retrospect, Koppel covers infielders' corruption (10)
18 Miser gives $100 piles to Shakespeare's shrew (10)
20 Say, "I'll land in the water" (4)
23 Fond pooch carrying can (6)
24 Sondheim plays "The Pursuit of Happiness" (8)
26 Wordplay fellow is sharp (7)
27 Female ruler turned me to iron (7)
28 Carry badly torn parts (9)
29 Deep hole is one by shortstop (5)

DOWN

1 Mysterious giant mice mutated (9)
2 Differently arrange tape player, removing front of console (7)
3 Soldier in overturned cart—that's lamentable (6)
4 Maryland bay gives board game a look, reportedly (10)
5 I controlled the Ayatollah's nation (4)
6 One who gets baritone upset (8)
7 Soothe with chopped sausage (7)
8 Line on graph comes up one in six times (1-4)
13 Mom or Dad's housing—they strangely give money to a landlord (3,3,4)
16 They contain the right part for Heston (9)
17 Les Aspin altered dogs (8)
19 Latvia's neighbor falling into sea (7)
21 Quiet one, quite cold (7)
22 Basket by Los Angeles creates excitement (6)
23 Department nabs desperado finally in train station (5)
25 Mr. Preminger is into hot toddies (4)



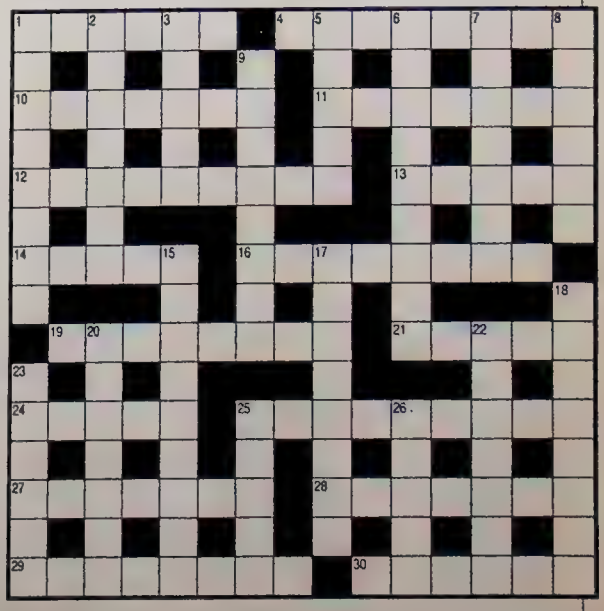
PUZZLE 2 BY LAWRENCE GRAY

ACROSS

1 Damage in court panel (6)
4 Shortage of cars troubled Detroit, for one (8)
10 I'm covered with glue—it's a hobby (7)
11 Old city child left with no looking back (7)
12 Paper on charged particle's family (9)
13 Induce to accept cold cash (5)
14 Regular time for a track contest (5)
16 I get less drunk with poets (8)
19 Links trouble to band's carrying in addition (4,4)
21 Endowment from U.S. president (5)
24 Drunk returning barbecue part to gym (5)
25 Small weight put right into magnetic disturbance (9)
27 More thrashing in explosive pain (7)
28 Famous restaurant goer's bad news? (7)
29 Carry on badly about start of trial in opposition (8)
30 Author pens initially horrific twist (6)

DOWN

1 Sinful person who hogties naughty children? (8)
2 Scotch on the rocks without any scotch for court VIP (7)
3 Govern in pure ignorance (5)
5 Taxi in crude building (5)
6 Supplying with new chimes? That's revolting (9)
7 Sick one with $100—it's for criminal (7)
8 Rodney flies over there (6)
9 Knew race could result in a tie (8)
15 Dry debate enlivened by cuddly fellow (5,4)
17 Symbol of power from page one in next novel (8)
18 Impressed with energy of charge (8)
20 Almost hoping for pain relief (7)
22 Killer whale turned and hit flipper? (7)
23 Interference reorganizing attics (6)
25 Provide food for monkey with crate (5)
26 Bury, in plain terminology (5)



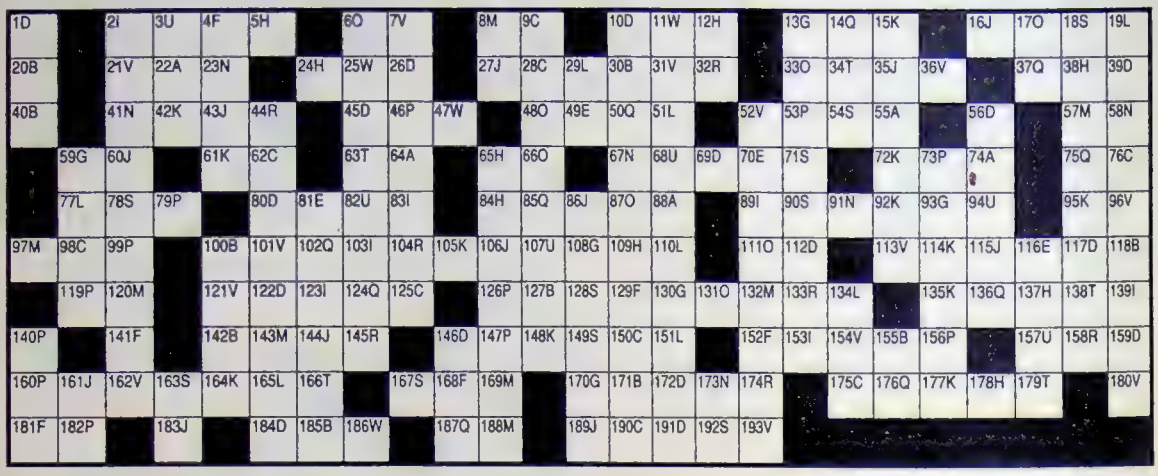
For tips on solving cryptic crosswords, send a stamped return envelope to: "Cryptic Solving Guide," GAMES, 810 Seventh Avenue, New York, NY 10019.

DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 60



A. City famous for white cliffs — 55 64 22 74 88

B. Nickname for Sinatra (3 wds.) — 127 142 100 155 30 171 185 20 40 118

C. Insignificant person — 28 62 98 125 150 175 190 9 76

D. Nostalgic 1973 George Lucas film (2 wds.) — 117 146 159 39 56 191 69 112 184 / 122 172 10 80 1 26 45

E. City in the western Ukraine — 70 49 81 116

F. *Play It As It Lays* author Joan — 129 141 152 168 181 4

G. Prepared ground for planting — 13 59 93 108 130 170

H. Opera in which Caruso made his London and New York debuts — 12 65 24 84 109 137 178 5 38

I. Called balls and strikes — 103 83 89 123 139 153 2

J. #1 Bobby Darin hit originally from *The Threepenny Opera* (3 wds.) — 16 43 35 144 60 86 161 189 115 / 183 106 27

K. National honor society founded in 1776 (3 wds.) — 135 42 105 164 15 61 72 148 114 / 92 95 177

L. Literary form of *Pilgrim's Progress* — 77 134 165 19 151 29 51 110

M. Harden into a fixed position — 120 143 169 8 57 97 132 188

N. El Greco's *View of* ___ — 41 58 173 23 67 91

O. Car mileage indicator — 111 6 17 33 48 66 87 131

P. Long-running Britcom starring John Cleese (2 wds.) — 160 147 126 46 79 140 99 119 182 / 53 73 156

Q. Third book of Jean Auel's "Cave Bear" saga (with "R") (2 wds.) — 85 176 50 187 102 37 75 136 124 14

R. See Clue "Q" — 32 133 44 104 145 158 174

S. Baseball's "Mr. Cub" (2 wds.) — 54 78 128 149 90 167 163 18 192 71

T. Popular nickname for someone named "Rhodes" — 63 34 179 138 166

U. Common Market's continent — 68 107 82 3 157 94

V. Movie in which Gene Kelly danced with a cartoon mouse (2 wds.) — 154 52 113 180 7 162 193 96 121 / 101 21 31 36

W. Stolen money — 47 11 25 186

LETTER LOGIC ★☆

BY LEWIS PINCE

Fill in the empty squares in each grid below to complete four five-letter words reading across. What's the catch? The four words in each completed grid must contain 10 different letters, each used exactly twice. For example, in grid #1 the letter W already appears twice, so it can't be used again. The letter P, however, appears only once so far. Think of a word in which the second P will fit, and proceed from there. It may take you several tries to find the right combination so keep your eraser handy.

ANSWERS, PAGE 54

1

P				W
R		B		I
W		I		L
S				L

2

M				M
R		D		I
K		O		K
C				E

3

G				P
U		I		E
R		G		T
P				E

4

H				T
T		P		R
K		A		I
U				P

BASED ON A PUZZLE BY LAWRENCE GUNN II

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY HENRY HOOK

Sit on It!

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

HARD CLUES ★★★

ACROSS

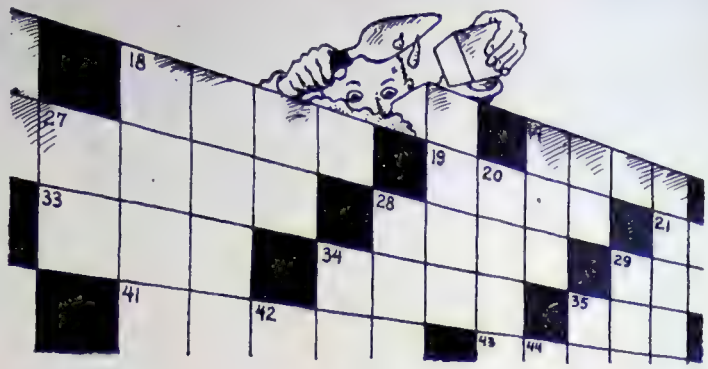
1 Dweeb
6 Chinese gangs
11 Think tank creations
16 "___ *Magnifique*"
20 Less rigid
21 Here and there
22 Certain potted plant
24 Turn to pulp, maybe
26 Sweet liqueur
27 Court seat
29 Exodus
30 Gorge
32 Go headlong at top speed
33 Room with a reservation?
35 1988's *Friday the 13th*
36 Sans taste
38 Hanged Biblical prince
39 Embarrasses
41 Result
42 Weaver sequel
43 Shakes one's tail?
44 *USA Today* charts, often
45 It's often boring
47 Pkg. carriers
48 In the records
49 Tournament deciders
51 Mail-order pioneer Richard
53 Hizzoner
57 Big boys?
58 Oblivious to all else
60 Swindles
62 Healing plant
64 Capt. Picard's *Enterprise* predecessor
65 *The Naked Gun*, e.g.
67 *Omni* columnist Morris
68 Buckingham seat
71 Toast topper
73 Dianne of *Eight is Enough*
74 It was "once a nut like me"
75 Coiffeur's task
77 *Listen to the Warm* poet
79 45 inches, once
80 Had no doubt
82 Safe holdings
84 Circling seat
87 Canard
89 Pearl Harbor city
91 Catch one's breath
92 Opposite of alway
93 "Seat" in a 1925 song
98 Vacationer, before leaving
100 Wows
104 Prefix with "sex" or "pod"
105 Discovers
106 Pretentious speech
108 WW2 hero
109 Mid-afternoon time
110 Woody's son
111 Lots of New York seats are here
116 Larder items
118 Reserve
121 *National Enquirer* rival
122 ___ every
123 Heartthrobs, e.g.
125 Cape of Good Hope discoverer
126 Mrs. B J. Hunnicutt
127 Colloid separation
130 Is tangential to
132 Wanting person
134 Book of statutes
137 ___ tear
138 Polyhymnia's sister
140 Simultaneity
141 Sought salt
142 Throngs
145 Walmsley of *The Waltons*
147 Dugong
149 Mainstay
150 Dazed states
151 Duke's conference, for short
152 Goof
153 Boom lowerer of song
155 Inseam terminus
156 Bruce of *Police Academy*
158 Otis's seat?
161 Operatic courtesan
164 Makes unclear
165 Record holder
166 Wilson and Monroe
167 Bay of Biscay feeder
168 Wants to know
169 Time to read the Haggadah
170 Reason to recaulk
171 Screwed up

DOWN

1 RN's sine qua non
2 Kind of bride or bonnet
3 Seat in a gym
4 Streisand's *A Star is Born*, e.g

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

Don't Peek Until You Read Page 35!



EASY CLUES ★

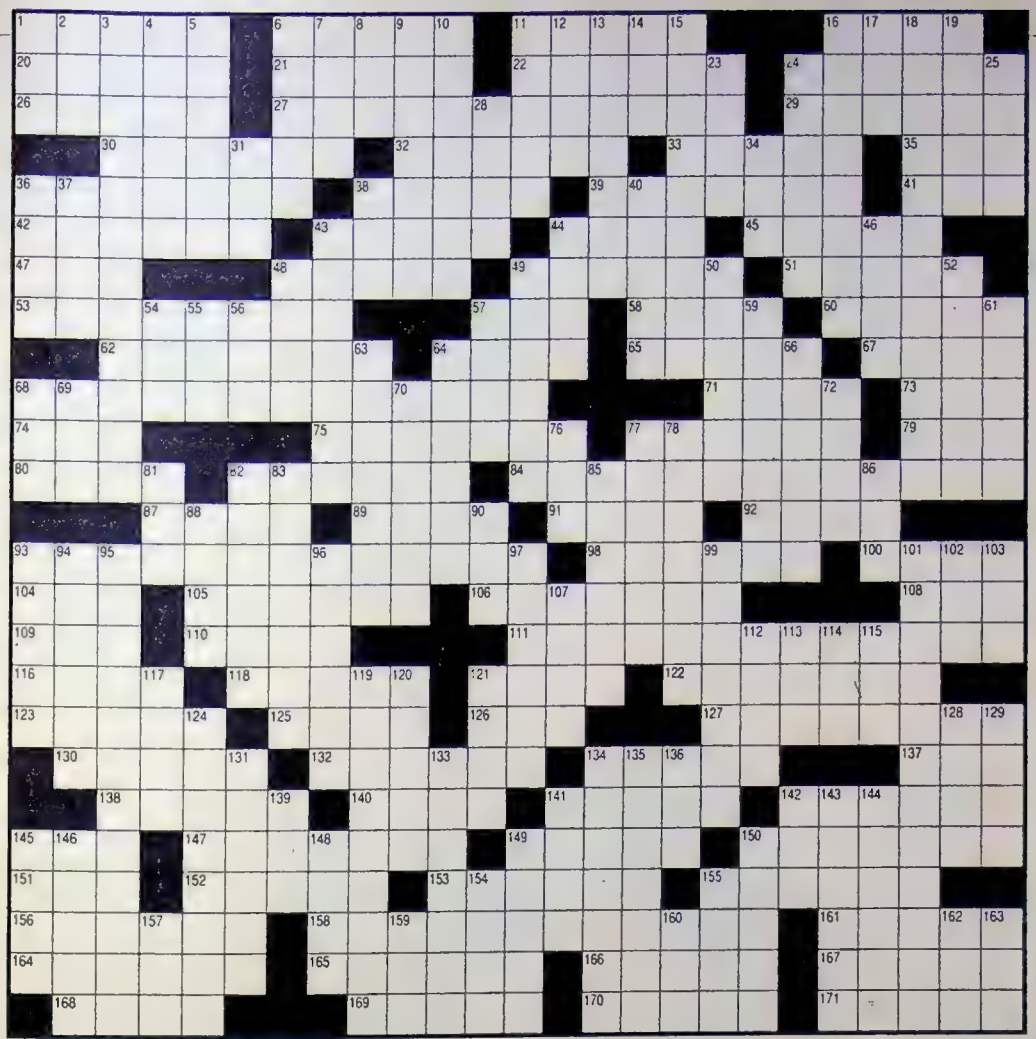
ACROSS

1 Insignificant one
6 Ice picker-uppers
11 Thoughts
16 "___ *la vie!*"
20 Looser
21 Approximately
22 Dwarfed tree
24 Grind with the teeth
26 ___ de menthe
27 Testimony giver's seat
29 Muhammed's flight (E.G., HAIR anag.)
30 Small canyon
32 Life's work
33 Relative of a wigwam
35 Clock numeral opposite I
36 In a dowdy way
38 Villain in the book of Esther (MAN—HA! anag.)
39 Disconcerts
41 Finish
42 Flying saucer people
43 Fails to win
44 Apple or cherry desserts
45 Dentist's tool
47 Downs' opposites
48 Famous
49 Year-end exams
51 Roebuck's partner
53 Hardy's ___ *of Casterbridge*: 2 wds.
57 Fellows
58 Engrossed
60 Chess castles
62 Perennial herb (NO BEETS anag.)
64 Douglas or Cameron
65 Parody
67 Edinburgh native
68 Elizabeth II's seat: 2 wds
71 Margarine
73 Letter after jay
74 Acorn tree
75 Being a pest
77 Poet/songwriter Rod
79 Building wing
80 Recognized
82 Riches
84 Amusement park "seat": 2 wds.
87 Fraud
89 Consonantless Hawaiian city
91 Inhale hard
92 ___-do-well
93 Jolson song "I'm Sitting on ___": 4 wds.
98 Green Bay footballer
100 Stupefies
104 One: Prefix
105 Gets schooling
106 Strong cotton fabric (U.S. FAINT anag.)
108 "I Like ___" ('50s button)
109 Hot or iced drink
110 Folksinger Guthrie
111 Location of Wall Street seats: 2 wds.
116 Cans, British-style
118 Put aside: 2 wds.
121 Celebrity
122 ___ every one: 2 wds.
123 Adored people
125 "*Buenos* ___" (Spanish greeting)
126 Take down a ___ (humble)
127 Chemical dissolution
130 Neighbors on
132 One with strong desires
134 Manuscript book
137 Put ___ pedestal: 2 wds.
138 Muse of poetry (ORATE anag.)
140 Out of ___ (not simultaneous)
141 Sought ore
142 Clusters of bees
145 Garfield's owner, in the comics
147 Sea cow
149 Tendon
150 Hypnotic states
151 Bookkeeper: Abbr.
152 Blunder
153 *The Hunt for Red October* author Tom
155 Trousers part
156 Austrian composer Gustav
158 1968 hit "Sittin' on the ___": 4 wds.
161 Bangkok denizens
164 Makes dim, as the eyes
165 Shirt's "arm"
166 Some noblemen
167 France's longest river
168 Requests
169 Passover feast
170 Gust of wind
171 Made a mistake

DOWN

1 Motherly love: Abbr.
2 Peace's opposite
3 Sit here to lose weight: 2 wds.
4 Movie done again
5 Conductor André
6 Lion-colored
7 Theater award
8 "To be or ___..."
9 Display rack for weapons: 2 wds.
10 Prepared clams
11 *Peer Gynt* playwright
12 Amount of medicine
13 Board Amtrak
14 Crazy ___ loon: 2 wds.
15 Where kids sit at Christmas-time: 2 wds.
16 More like Brie, e.g.
17 Brain-scan letters
18 Multipositional seat: 2 wds.
19 Italian shroud city
23 "Beware the ___ of March"
24 Ted Danson's sitcom
25 Gave wages to
28 Spanish wives' titles: Abbr.
31 They: Fr.
34 Follow-up to B.A. and M.A.
36 Tightly stretched
37 River in Coleridge's "Kubla Khan"
38 H, on a faucet
40 Goldilocks's three
43 C & W singer Lynn
44 Light red
46 Vientiane's nation
48 Snack
49 Playwright Molnár (FENCER anag.)
50 Haunted house residents
52 Scandinavian toasts
54 Witticism
55 Crossword blackbird (in INANITY)
56 Affirmative
57 Short skirt
59 The second "T" in "TNT" (ONE LUTE anag.)
61 Fashion
63 Mow ___: 2 wds.
64 Sanctioned by Jewish law
66 Antenna
68 Harvard president Derek (in NABOKOV)
69 Scampered
70 Proportions
72 " 'March ___ said" ("Barbara Frietchie"): 2 wds.
76 Practical joke
77 Artwork made by inlaying tesserae
78 Lunchbox dessert, maybe
81 Which person?
82 Hoses down
83 Breathed out
85 Bird of prey (PARROT anag.)
86 "Are you a man ___ mouse?": 2 wds.
88 *Man* ___ *Mancha*: 2 wds.
90 TV extraterrestrial
93 ___-frutti
94 Iroquois tribe
95 Seats for Beethoven and Bach: 2 wds.
96 Arousing sexual desire
97 Feathery housecleaning item
99 Massaged, as dough
101 Spindle-backed seat: 2 wds.
102 Heart graph, for short
103 View
107 Male deer
112 Roman 99
113 Half a dance?
114 Holbrook or Linden
115 Whatever amount
117 Disparaging remark
119 Seats for sots
120 Violinist Eugène (AY, YES anag.)
121 Detail, for short
124 Speaks with an impediment
128 "I've Got the Music ___": 2 wds.
129 Backtalk
131 Steps
133 Like some vests
134 Made certain of
135 365 days: 2 wds.
136 Grass moisture
139 Light switch positions
141 Julep flavoring
142 "No seats" initials
143 Fleshy pendant on a turkey's neck
144 It holds a ship in place
145 Doorframe piece
146 Central Florida city
148 Does sums
149 Less dangerous
150 Lovers' meeting
154 Amour
155 Baby cow
157 "Mighty ___ a Rose"
159 Third letter
160 Bikini top
162 Fury
163 But: Lat.

PJ KAUFMAN



ANSWER, PAGE 54

HARD CLUES (CONT'D)

5 Pittsburgh stick figure?
6 Sandy-hued
7 Relative of a Tony
8 Sentence antithesizer
9 Rack for Remingtons
10 Irate
11 *The Wild Duck* dramatist
12 Two tablets, perhaps
13 Many commuters do it twice a day
14 Simile center
15 December seat
16 More shabby
17 Wave chart: Abbr.
18 Mobile seat
19 Po city
23 Mid-month or thereabouts
24 Norm and Cliff's hangout
25 Receipt stamp
28 Monterey Mmes.
31 *Les hommes*
34 Third degree?
36 High-strung
37 Xanadu's river
38 "In"
40 Refrigerator's team
43 Young actress?
44 Slightly sunburned
46 Neighbor of Burma
48 Munch
49 *Liliom* writer Molnár
50 CIA agents, informally
52 Toast words
54 Pithy remark
55 Member of puzzledom's aviary
56 *Ja* or *da*
57 Quant creation
59 Antiknock agent in gasoline
61 Give more than a mere haircut
63 University of Virginia area
64 Suitable
66 Opinion-seeker's proposal
68 ___choy (Chinese vegetable)
69 Kurosawa's *King Lear*
70 1:3, 2:5, and so on
72 "March ___ said": Whittier
76 Joke or choke
77 Colorful composite
78 Bakery tidbit
81 First baseman of comedy
82 Spiritual singer Ethel
83 Let the air out
85 Hawk or owl, e.g.
86 Bones, to doctors
88 *Man-Mancha* link
90 Name in 1936 politics
93 All together, in music
94 Iroquois language
95 Concert seats?
96 Lusty
97 Maid, perhaps
99 Worked clay
101 Parlor seat
102 Heart chart
103 Date
107 Unescorted
112 "C" predecessor
113 Oriental tea
114 *2001* computer
115 At least a little
117 Elide, maybe
119 24-Down's seats
120 Belgian conductor Eugène
121 Write a proposal for
124 Repeats oneself?
128 "You bring out the beast ___"
129 Lip
131 Flight formation
133 Low-cut, in a way
134 Had in the bag
135 Warranty duration, sometimes
136 Transpiration droplets
139 Cricket sides
141 Moneymaking place
142 Box-office sign
143 Thatching support
144 Brokaw, for one
145 Side of an opening
146 City near Gainesville
148 Gets it all together
149 *60 Minutes* reporter
150 Meeting place
154 0
155 Hiker's sore spot
157 Resembling, to Burns
159 Average grade
160 Front suspension?
162 Incense
163 But, to Brutus

SPORT OF KINGS ★☆

BY SHAMLU DUDEJA

Even though we don't have royalty in the United States, we do have our kings. Robert DeNiro was *The King of Comedy*, Benny Goodman was the King of Swing, and Elvis Presley was simply the King. Each of the kings below presides over his own unusual domain. Each picture suggests a word ending with the letters K-I-N-G. For example, #1, with a king standing behind a bar, leads to BARKING. Now put on your "thinking" cap and try the others.

ANSWERS, PAGE 58

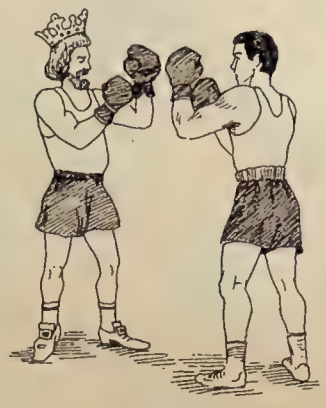
1

2

3

4

5



6

7

8

9

KARIN KRETSCHMANN

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H2C1

If Anything Can Go Wrong, it Willl

New Murphy's Laws

By Paul Dickson

From Parkinson's Law to the Peter Principle, Murphy's Law has spawned countless rules of a similarly cynical bent, all trying to explain how the world *really* works. For 13 years, Paul Dickson, self-appointed Director of the Murphy Center for the Codification of Human and Organizational Law, has been gathering examples of these mock-scientific laws ("Almost anything is easier to get into than out of" and "You should make a point of trying every experience once—except incest and folk dancing" are a couple of his favorites). From his own research and from thousands of mostly original submissions to the Murphy Center, Dickson has culled two books of rules, definitions, principles, and proverbs that describe our frustratingly flawed universe. And now comes a third collection: *The New Official Rules*, to be published this September by Addison-Wesley. These excerpts from it (the laws, for the most part, are identified by the names of their discoverers) should prove to be, as Dickson writes, "useful guides to persons stumbling around in the last years of the 20th century."

■ **ACW's Theorems of Practical Physics**
The volume times the frequency of the neighboring dog's bark is inversely proportional to the intelligence of its owner.

■ **Adkin's Rule of Milk and Other Precious Commodities**
The less you have, the more you spill.

■ **Agel's Law of Tennis Doubles in which a Husband and Wife are on the Same Side**
Whenever the husband poaches on his wife's side of the court and shouts, "I've got it, I've got it," you can safely bet that he doesn't.

■ **Albrecht's Epistolary Effort**
Troublesome correspondence that is postponed long enough will eventually become irrelevant.

■ **Alicia's Discovery**
When you move something to a more logical place, you only can remember where it used to be and your decision to move it.

■ **Ancient Volkswagen Proverb**
Anything adjustable will sooner or later need adjustment.

■ **Andrea's Law of Diminishing Returns**
The time it takes to return from someplace is always shorter than the time it took to get there. This is because you've been there already.

■ **Anonymity, Superior Credibility of**
People are more likely to believe a quote if it is anonymous.

■ **Badger's Indiana State Police Rule**
Few motorists have a clean enough conscience to pass a police car on the highway, even when it is traveling below the speed limit.

■ **Balliew's Laws for Switchboard Operators**
1) People who are away from the office get the most calls. 2) Callers are least likely to believe someone is out of the office when the person is out of the office. 3) The most persistent callers are the ones with the least important business. 4) The phone will not ring for the first 15 minutes of the day unless you're late. If you're late, it will ring continuously until you arrive.

■ **Bank's Law of Misplaced Objects**
You always find something in the last place you look for it.

■ **Barker's Proof**
Proofreading is more effective *after* publication.

■ **Beck's Political Law**
A good slogan beats a good solution.

■ **Ben's Highway Rule**
If you see one Army truck, you'll see a hundred more.

■ **Bill's Briefing on Annoying Events**
One time is an accident. Two times is a coincidence. Three times is an enemy action.

■ **Black's Discovery**
He who laughs first, laughs last ... if nobody laughs in the middle.

■ **Borkon's Rule**
The farther a seat is from the aisle in a theater or a concert hall, the later its patron arrives.

■ **Boyle's Laws**
1) The first pull on the cord will always send the drapes the wrong way. 2) Anything sore will be bumped more often.

■ **Brattman's Rule of Used Textbooks**
Only use the underlinings of an "A" student.

■ **Brigg's Restaurant Rule**
The seafood is always fresh, even in Kansas.

■ **Captain Airways 8th Law**
The longer the title, the lousier the movie.

■ **Culkin's Conclusion**
A lot of things have happened in this century, and most of them plug into walls.

■ **Dillon's Rule**
The Soup du Jour is always cream of broccoli.

■ **Dolan's Law**
If a person has had any connection with Harvard University or the state of Texas, he will find a way to make that known to you during the first 10 minutes of your first conversation.

■ **Ehre's Laws of Double Doors**
In approaching an entrance that has two doors, you will: 1) Always enter the locked side; 2) Always push when you should have pulled (or vice versa); 3) Always, even when the door says to push or pull, do the opposite 90% of the time.

■ **Elsner's Observations**
When you come in late for work, everybody notices; when you work late, nobody notices.

■ **Fraser's Additions**
1) The longer the cruise, the older the passengers. 2) Life is like chess...all the mistakes are there, waiting to be made.

■ **Grissom's Law**
The smallest hole will eventually empty the largest container, unless it is made intentionally for drainage, in which case it will clog.

■ **Gustafson's Advice**
Anything you look for in the Yellow Pages will not be listed in the category you first try to find it under. Start with the second.

■ **Hanlon's Classification of Airline Passenger Seats**
1) All window seats are over the wing. 2) All aisle seats are opposite the galley. 3) All smoking seats are opposite the lavatory. 4) All nonsmoking seats are where you can't see the movie. 5) All seats where you can see the movie are next to window seats whose occupants refuse to pull down the shades.

■ **Harrel's Collection of "Worst Questions I Have Been Asked"**
1) Where did you lose it? 2) Have I kept you waiting? 3) You asleep? 4) Will you promise not to be mad if I ask you something? 5) You don't remember me, do you?

■ **Kennevan's Conundrum**
Why is it that when a professor says, "That's a good question," he never has a good answer?

■ **Kime's Law for the Reward of Meekness**
Turning the other cheek merely insures two bruised cheeks.

■ **(Henry) Kissinger's Discovery**
The nice thing about being a celebrity is that when you bore people, they think it's their fault.

■ **McGregor's Revised Maxim**
The shortest distance between two points is under construction.

■ **Morgan's Discovery**
The average man is a little below average.

■ **N-1 Law**
If you need four screws for a job, the first three will be easy to find.

■ **Nineteenth Hole Observation**
The older I get, the better I used to be.

■ **Payack's Update**
One hologram is worth 1,000,000,000 words.

■ **Rapoport's Rule on Eating at Cocktail Parties**
You will eat just enough hors d'oeuvres to ruin your appetite for dinner but not enough to satisfy it.

■ **Ruby's Remedy**
The best bridge between despair and hope is a good night's sleep.

■ **Schmitz's Law of Television Viewing**
If you watch a show twice during the year, the second time will be a rerun of the first.

■ **Shaw's Syllogism**
If a statement begins with, "as a matter of fact..." whatever follows is likely to be a downright lie.

■ **The Teacher's Truism**
The only time parents are willing to accept their child as average is at the moment of birth.

■ **Tillinger's Rule**
Moderation in all things, including moderation.

■ **Weight-Lifter's Law**
If you can't place it down easy, don't pick it up.

■ **Whatley's Truths**
1) Everything sounds romantic in French. 2) Everything sounds like an order in German. 3) Everything sounds like an argument in Italian.

■ **Wright's Perspective**
Give me the luxuries of life and I will willingly do without the necessities.

■ **Zeek's Discovery**
The key to flexibility is indecision.

Paul Dickson is the author of, among many other books, The Dickson Baseball Dictionary.

PHOTOGRAPHS BY KEITH GLASGOW

BUY LINES

Each of these partial advertisements contains a memorable slogan, past or present, for a particular company's products. How many of these phrase-worthy companies can you name?

ANSWERS, PAGE 80

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3

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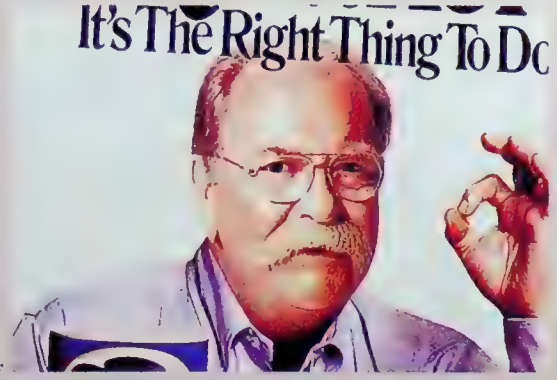

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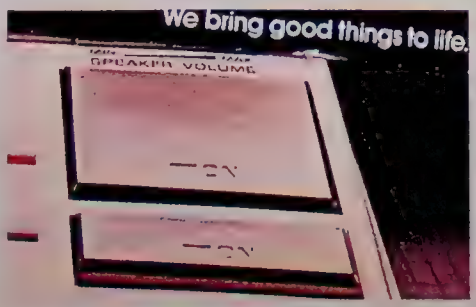

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diving of civilization as you know it. The antidote for civilization."

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Making your world a little easier.

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r Company, Ltd.
xpensive.

WE ARE DRIVEN

15

The right choice

16

The friendly skies

GAMEPLAY

GAMES & BOOKS

TRUMP: THE GAME

Milton Bradley, $25

Although real estate magnate Donald Trump did not actually invent this game, his name and/or smiling face adorn nearly every piece of equipment from the cards to the currency, and the rulebook prominently displays his cheerful philosophy: "It's not whether you win or lose, but whether you win!"

Three or four can play, each starting with five Trump cards and a modest $400 million. Eight properties, from a casino to an airline, are represented by plastic boxes with slots for entering currency. These, each holding an initial $50 million from the bank, are placed on their matching gameboard spaces.

You start your turn by drawing a Trump card from the deck. Then you can either throw the die to move around the board, or you can play a card. If you roll the die and it comes up "T," you draw a card from any opponent's hand and throw again.

Usually the outcome of your move is that money from the bank is added to one of the eight properties, thus increasing its value. But you may instead have a chance to pick up some money for yourself, to steal cards from all opponents, or to put a property up for bidding.

When a property is auctioned, each player secretly chooses a cash bid, and all bids are exposed at the same time. Players in turn can up their bid, but not until at least one player raises cash by playing an "Outside Investor" card. If nobody plays one, the original high bidder buys the property without further contest. You can hit an opponent with a "You're Out of the Bidding" card. He or she can counter with an "I'm Back in the Bidding" card, but there are a lot fewer of these in the deck.

Money used to buy a property from the bank goes to the bank. Later in the game, money used to buy a property from another player goes to that player. If the owner him- or herself makes the high bid, the money goes into the property box. All unsuccessful bidders keep their cash.

Once you have property, instead of moving you may be able to play a profit card that earns you money for owning a property, or a pair of properties. There are also major windfalls for owning three or four properties. Other cards can force a property to be auctioned, or make an opponent pay taxes—and the nice thing is that you, not the government, get the money.

After all of the properties have been sold, the game enters the "Dealing Phase." The board is no longer used and no further Trump cards are drawn.

On your turn you can either play a card or pick an opponent and suggest a deal. Deals can take any form the two players come up with, but generally they involve arranging for collection on a profit card and divvying up the spoils. The rules say that you must keep your end of a bargain, but clever players will certainly be looking for loopholes, and you'll probably need to establish your own house rules.

When all players pass on their turns, the game ends. Players add up their cash, including the contents of the property boxes they own. The player with the most money is, of course, the winner.

Trump: The Game

Games based on celebrities are usually pretty dreary, so it's a nice surprise that the Trump game is pleasant and interesting to play. Another nice surprise is that Mr. Trump plans to donate his earnings from the game to charity.

—Sid Sackson

ENCORE

Parker Brothers, $15

It's an old idea, but it still works: If I give you a word, can you think of a song lyric that contains it?

Music theater buffs, certainly, have been killing time with this one for years, and pop music buffs probably have been too. (Then again, considering pop lyrics these days, maybe not.)

In some circles, the object was to come up with a difficult word—such as "lilac"—that you hoped would stump the other players. After everyone had thought and thought and finally given up, you'd start singing "On the Street Where You Live": "Are there lilac trees in the heart of town?..."

In other, less scholarly circles, everyone would settle on an easier word like "blue" and come up with as many different lyrics as possible. This is less demanding but lets everyone sing more

Encore is a competitive version of the latter. Parker Brothers' innovation is that players are divided into two teams that alternate in trying to come up with the lyrics. The first team that can't think of a new lyric in 30 seconds loses the round.

That said, I suppose there isn't any good reason not to make up a list of words yourself next time you have a party and save yourself 15 dollars. Still, it's certainly handy to have hundreds of words already picked out for you; the timers are a big help; and if the board and pieces don't add all that much to the play of the game, they *are* rather pretty.

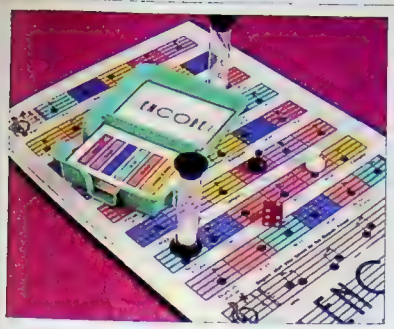
On your team's turn, you roll the die and advance your token the given number of spaces. Then draw a card The color of the space you land on determines which word on the card is used.

Once the word is chosen, the team that drew the card has 30 seconds to remember a song and sing at least eight words of its lyric—with the right melody—that include that word. If they can, the opposing team must do the same, and so on back and forth until one team is stumped. The team that wins the round rolls the die for the next turn.

Landing on certain spaces on the board changes the rules slightly for that round. "Player vs. player" spaces cause one player from each team to face off unassisted. "Team vs. player" pits the whole team that landed there against one player from the opposite team.

On "category" spaces, you look for lyrics that contain a word that fits a certain category instead of a specific word. Plays on words are allowed, and indeed, the happiest moments in the game are when someone comes up with something like "Let's have an *old-*

STAN FELLERMAN



Encore

fashioned wedding..." for "Names of Drinks."

When you reach the final space, you must complete the Grand Finale—singing lyrics for all five words and one category on a card in 30 seconds—in order to win the game.

In an ideal game of Encore, I suppose, everyone would be into the same music—all '50s rock and roll, or all '30s jazz. But there's also a curious charm when everyone knows different songs and the Beatles rub elbows with Gilbert and Sullivan. Maybe you could even get the opera goers to play by accepting "*Che gelida manina*..." for "Hand." (All right, stop shrieking, it was just a thought.)

The words and categories, for the most part, are well-chosen, neither too easy nor too difficult. There are a few words on the cards, though, that are so common in song lyrics that you could be up half the night before anyone got stumped. Our group likes to get to bed at a decent hour, so we've agreed to skip words like "love" and "you."

At the other extreme, there's "boa." After a long, long silence, someone finally came up with "The one who played the harp in her boa..." (from "Remember" in *A Little Night Music*), but that's all. Maybe they meant "boat"; that must have been it.

A few of the categories, too, are a little strange. Like "Physical Activities"—try and find a song lyric that *doesn't* refer to a physical activity. And categories like "Disney Songs" that are purely tests of memory, not ingenuity, seem awfully dull compared to the others.

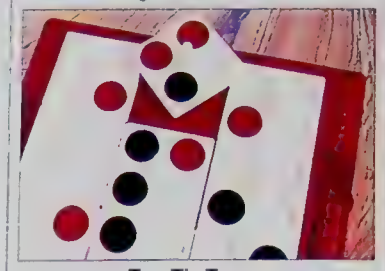
But these are minor quibbles; it's easy enough to toss out the occasional card your group boos down and go on to the next one. Encore is one of those rare, simple party games that you can pull out of the closet and have people playing—and enjoying—in just a couple of minutes. Reason enough, I'd say.

—Scott Marley

TAC-TIC TURN

Ohio Art, $14

Every so often a game comes along whose rules are so simple that it's hard to believe no one had ever thought of it before. Game players have been trying to get three, five, or however many of their pieces in a row for about as long as there have games to play, and there have been countless variations on this theme, from go-moku and nine men's



Tac-Tic Turn

morris to Connect-4 and Pente.

So it's surprising that there's still a fresh twist to be had in Tac-Tic Turn, a new game for two players. The twist is in the equipment. The board is a 6x6 grid of spaces, divided into nine 2x2

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squares. Each of the nine squares can be picked up, rotated, and replaced on the board, changing the positions of any playing pieces that happen to be on it.

The rules are simple enough for six-year-olds to learn, but the game has enough depth to keep adults intrigued for quite a while. You and your opponent alternate turns. On your turn you may place one of your pieces onto any space on the board. Or, if you prefer, you may rotate one of the nine squares a quarter turn to the left or right. The first player to get an agreed-upon number of pieces in a row—four, five, or six—wins.

When you're playing for four-in-row, an additional capturing rule is used. As in Pente, you can capture a pair of your opponent's pieces that are adjacent to each other by surrounding the line with two of your own pieces. If you're playing five- or six-in-a-row, there is no capturing rule.

With 18 ways the board can change at any time, it is tough to think ahead more than a move or two. On the other hand, every time you rotate a square, you lose a chance to put another piece on the board, which is a real disadvantage. So the board doesn't shift as much as you'd think, and it's the *threat* of rotating a square that becomes important. Typically, you try to develop threats that force *your opponent* to rotate squares, leaving you with more pieces on the board and eventually forcing a win.

Tac-Tic Turn takes only five minutes or so to play, a bit longer if you're playing six-in-row. The six-in-a-row game is the most difficult, and I suspect that two players playing perfectly will always draw, but I'm a long way from being sure of that. The first player seems to have an advantage in all three versions, but most strongly in the five-in-a-row game. You can offset this advantage by adding a new rule: The first player may not place his or her first piece in any of the center four spaces. —Scott Marley

BULLS AND BEARS

Mario Fischel Games, available from Patch Products, 2944 Graybill Dr., Beloit, WI 53511; $25 ppd.

Quite a few games have been published lately that claim to teach you about investments as you play. True, the market crash a couple of years ago shows that investors could use a lesson or two. But frankly, most of these games are too dull to play a second time.

The games tend to fall into two types. The first type, striving for realism at any cost, lets you do 20 minutes of calculation after each turn (high-speed computer not included) to find out whether you've made money. The second type, jumping late on the Trivial Pursuit bandwagon, allows you to earn colored wedges (which may be disguised as "advancement chips" so as to avoid charges of plagiarism) by answering boring questions about yield curves and exchange rates.

Bulls and Bears

Bulls and Bears avoids these traps and finds a pleasant compromise between educational and entertainment value. It doesn't try to be a textbook in economics, which means you'll enjoy playing the game long enough to actually learn something. It takes a little over an hour to play, and it's easy to adjust the game to make it shorter or longer.

Two to six players start with $100,000 each, and if you're the first to double your money, you win. As you circle the board, you may buy and sell stocks, gold, real estate, and other investments by landing on the right spaces. All investments sell for $10,000 per certificate. Many spaces let you move again, so you can often make several transactions on the same turn.

A deck of "News Flash!" cards determines whether you gain or lose from your investments, and you can see the top card and adjust your strategy accordingly. But News Flash cards give you only a brief news story; you can only guess how the market will be affected until someone lands on a News Flash space and shows what's on the back of the card.

Of course, when the news flash is "Spill at a National Oil off-shore drilling site!", it doesn't take too much analysis to realize you'd better dump your shares of National Oil. Sure enough, when the card is turned over, everyone owning National Oil loses $3,000 per share.

But try this one: "In view of recent volatility in the stock market, several large pension funds seek to reduce their exposure to equities." It takes some thought to realize that all those big pension funds have to invest somewhere, and if it isn't in the market then it'll be in CDs or bonds. If you seize the opportunity to invest in banks, you'll make a profit.

Trying to analyze the news flashes is the heart of the game, and it's an entertaining challenge. There are hundreds of News Flash cards, so you can play quite a lot of games before you repeat any. And the back of each card has a clear, concise analysis of why the news affects the market the way it does.

Bulls and Bears also has two decks of chance cards, both fairly dull. The "Wild" cards are the usual thing: gain $1,500 in the lottery, spend $2,000 on plastic surgery. The "Knowledge" deck contains more of those trivia questions I was grousing about earlier. Fortunately they don't get drawn all that often.

If you're already a stock market whiz, or if just thinking about economics makes you queasy, this game isn't for you. But if you're somewhere in between, the sort of person who'd like to learn a little about a difficult subject in an interesting and easy-to-understand game, you'll enjoy Bulls and Bears.

—Scott Marley

ASSAULT ON HOTH

West End Games, RD3, Box 2345, Honesdale, PA 18431-40203; $24, or $27.50 ppd.

On film, the Star Wars saga appears to have run its course—at least for the time being. But as a toy and game license, the force lives on. Recently, there's been a new computer game from Broderbund and a role-playing game from West End Games. And Assault on Hoth may be one of the best Star Wars products to emerge in its eleven-year history.

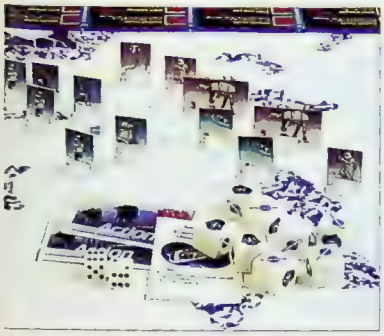
Hoth recreates the opening scenes of the second film, *The Empire Strikes Back*. The rebel base Echo on the icy planet is under siege by Imperial Snowtroopers and the elephantine Walkers. The rebels are hurrying to evacuate the base while brave Snowspeeder pilots struggle to keep Darth Vader's forces at bay.

It's exciting stuff, material for a wonderful game—if the game can recapture the speed and tension of the film. Happily, Assault on Hoth, designed by Paul Murphy, is a break-through game—fast, exciting, and with a novel system that preserves the feel of the battle while dispelling overcomplexity and fussy rules.

In this two-player game, the Imperial player and the Rebel player deploy their unequal forces on a snowy mapboard. There's a deck of Action Cards which

are drawn to trigger actions by either side. Some cards allow the Snowspeeders to move or fire, while others get the Imperial Walkers moving toward the rebel base. All the information for movement or combat is printed right on the cards—there's no need to rifle through a thick rule book. The important details are designed into the Action deck.

Two key Action Cards direct that an Event Card be drawn. Some Event Cards supply reinforcements to either side, while others launch the crucial Rebel transports—the escape vessels. If five launches escape Hoth, the Rebels win. If Imperial forces destroy the power grid and shield generator, exposing the planet to all-out assault by the Imperial



Assault on Hoth

Fleet, they win.

Of course, the "Force" is an important part of the game. One of the Snowspeeders is secretly chosen to carry Luke Skywalker. Luke has ten Force points, which he can use to increase his fire power and armor strength, or to reduce the effect of a critical hit.

For combat, there are eight special dice with a mix of Vader sides, Lightsaber sides, and blank faces. In combat, the fire strength of a unit is reduced by the range (in hexes). The resulting fire strength is compared to the armor strength of the target to determine how many of the appropriate symbols must be rolled for a hit.

While most units are destroyed by one hit, there are damage displays for Snowspeeders and Walkers. Any damage to these units, such as gunner killed or body damage, is recorded on these displays.

All the counters used in the game are full-color depictions on plastic stands of the men and machines. And each game is different, as the Action deck randomly skews events. You know what will happen...you're just not sure when. Assault on Hoth builds a lot of detailed play into a simple system, and the result is a wonderfully quick-playing simulation game.

—Matthew Costello

FAMILY BUSINESS

Mayfair Games, P.O. Box 48539, Niles, IL 60648; $13, or $14.50 ppd.

Gamers have a name for it: the "beer-and-pretzels game."

It's the game that's best played when everyone's in a silly mood. Beer-and-pretzels games don't require actual beer and pretzels—my own circle tends more toward Coke and corn chips—but you do need that mood

The perfect time to play is late in the evening, when you're exhausted after a long, intense game of bridge or Diplomacy or Civilization, but you're not quite ready to break up the party. The best beer-and-pretzels games paradoxically combine opportunity for skillful play with a significant chance element, so that those whose minds are still functioning and those who are barely capable of making random moves can meet on equal terms and all have fun.

Most important is the theme, which can be anything that'll make a bunch of barely coherent adults giggle for a while. Dark humor, for some reason, seems to work best: The classic beer-and-pretzels game is, after all, Nuclear War, in which you play a missile card,

Family Business

spin a spinner, and gleefully wipe millions of people off the face of the earth.

Family Business—a new version of a game that has been out of print for a few years—has all the right elements. Its theme is mob war during Prohibition. Which means that everyone's going to get to make silly machine gun sounds and grunt "Ugh, dey got me!" every other time a card is played. Sounds good already, right?

The cards are illustrated in mock-serious art deco style, with lots of blue and maroon silhouettes of fedora'd gangsters, machine guns, and other pulp magazine staples.

And the rules to Family Business are

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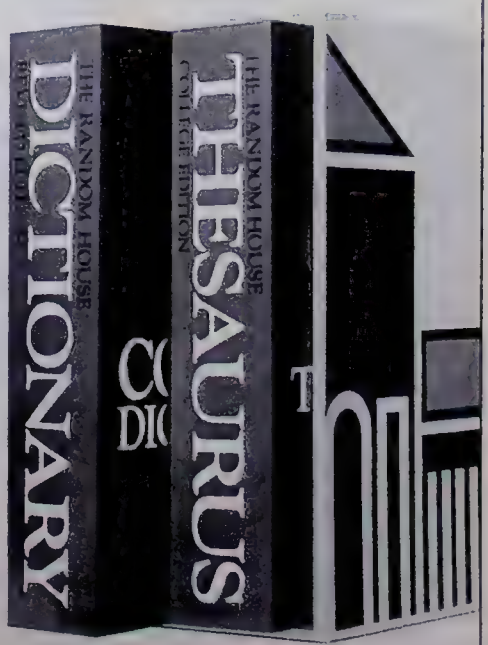


just complicated enough to make you think you're thinking as you choose your play, but not so complicated as to put at a disadvantage those who are up way past their bedtimes.

Each mob boss—up to six of you can play—starts with a set of nine gangsters. There's the Moran Gang, the Capone Mob, and four others to choose from. Then five cards from the "action deck" are dealt to each player. The dealer plays first, and then the turn to play passes to the left.

Generally, the idea is to get enemy gangsters on the "wall"—the brick-patterned playing mat—and keep your own gangsters off. On your turn you can play a card from your hand. Most of the cards are "contracts" of various types; they let you put one enemy gangster—or occasionally two—on the wall.

As soon as there are six gangsters on the wall, mob war begins. Now every turn begins by taking the gangster who's first on the wall and putting him in the R.I.P. pile, permanently out of the game. When all the gangsters on the wall are gone (or someone plays the "truce" card) the mob war ends—until another six gangsters on the wall trigger it again.

If all your gangsters are dead, you're out of the game. When, near the end of the game, there are six or fewer gangsters left, mob war starts again, this time continuing until only one player is left the winner.

There are plenty of different cards that let you do various fun things. "Take it on the lam" cards let you get a gangster off the wall. "Intrigue" cards let you rearrange the order of the gangsters on the wall. The dramatic "St. Valentine's Day Massacre" card eliminates all the gangsters on the wall at once.

Unfortunately, there are so many different kinds of cards that by the time you draw one of the rarer ones like "Vendetta" or "Payoff," you'll probably have forgotten what it does. It would have been nice to have brief explanations printed right on the cards; as it is, be sure the rulebook's handy the first few times you play.

Although there's plenty of opportunity for clever play, you're mostly at the mercy of what other players do to you, at least until the endgame. Then, when only two or three players are left, the game suddenly becomes tactical. Players fire cards back and forth, attacking and defending, hoping to find the enemy's weakness before the enemy finds theirs.

But thoughtful strategy isn't the real point of Family Business, of course. It's sneering, "Dis is for what you did to my brudder, Lefty!" as you fling the "St. Valentine's Day Massacre" card down. Rat-tat-tat-tat! Ugh, dey got me!

—Scott Marley

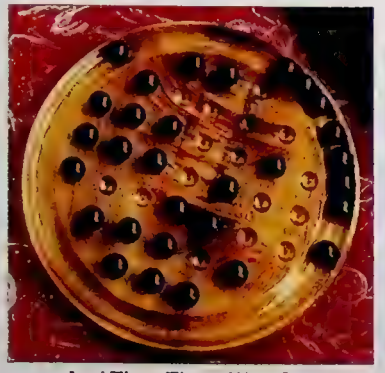
AND THEN THERE WAS ONE

Home Games Ltd., 15244 South Spangler Road, Oregon City, OR 97045; (503) 632-6767; $29.95 ppd. (myrtle) or $24.95 ppd. (Oregon white oak)

This beautiful edition of the game known in America as "peg solitaire" is handmade from hardwoods unique to the Pacific Northwest. After carving, each board is rubbed with oil and hand-polished to a rich, satiny luster, then given several coats of an acid-resistant lacquer. Because the game is handmade, the lines of holes are slightly irregular.

In peg solitaire, you jump the pieces—in this case, marbles, not pegs—over each other (horizontally or vertically, not diagonally) and remove the marbles that were jumped over. Today, the best-known peg solitaire puzzle is to fill all the holes except the center and then jump marbles until only one is left in the center hole. The booklet included with the game contains this puzzle, as well as two more. There are many other puzzle possibilities, though: A century ago, dozens of variations were common in which you'd try to leave four or more marbles arranged in squares, crosses, letters of the alphabet, and other configurations.

And Then There Was One uses the so-called "French" arrangement of holes.



And Then There Was One

This has four more holes than the "English" board that most Americans know, and allows for a wider range of puzzles. On the other hand, to play the "one-in-the-center" puzzle, you'll have to ignore the four extra holes—the puzzle is impossible to solve successfully on the French board.

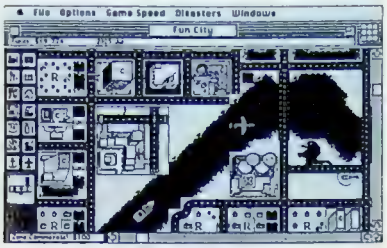
—Scott Marley

ELECTRONIC GAMES

SIM CITY

Maxis Software; Macintosh and IBM, $50; Amiga, $45; Commodore, $30

Remember that old computer program that showed a tiny person living in your computer? The computer screen became the cross section of a house, and you could watch as the little fellow ate, played, and slept. If you rewarded him, he stayed happy; if you forgot to feed him, he sickened and eventually died.



Sim City

It was quite a nifty fantasy in its time, but it pales in comparison to Sim City, a new city manager simulation. Sim City gives you power over the destinies of not one tiny person, but hundreds of thousands of tiny persons: where they live, where they work, where they shop. Your computer screen doesn't become merely one house, it becomes an entire city, filled with houses, apartments, factories, highrises, airports, roads, bridges, and rails.

Of course, at this great scale the tiny people—known as "sims"—are too small to actually be seen. But you can see the buildings, the traffic, and the smog they create. You can refer, too, to charts that show property values, crime rates, and how you're doing in the local polls.

You start with a large region of undeveloped land, and a sum of money. You'll need a power plant to start with; coal-burning is cheaper for now but nuclear is more efficient in the long run. Then you zone some areas for industrial, residential, and commercial use, hook them up to the power plant, and build some roads connecting them (all of this, of course, will cost you money). And then you wait.

Before long, if your city is at all liveable, you'll see a factory or two go up in the industrial zones, and some

houses in the residential areas. The sims have moved in! Which means you can start collecting taxes, to spend in zoning more areas and building more roads. And which also means your headaches are just beginning.

The sims, as you'll find out by consulting your polls regularly, are rather fussy, and they'll start moving out as soon as they think there's too much traffic, crime, pollution, or any of a dozen other urban ills. Given enough money, all of these problems can be solved. But that's just it: You aren't given enough money. Raise taxes too high and wave goodbye to your citizens.

So you start cutting corners. You try to get by with fewer roads, and don't put in public transportation until you're practically forced to. You build police departments only where crime is the worst. You build unprofitable low-cost housing only when the citizenry demands it. In short, you behave like a real-life mayor.

As your city grows, the residents will want a sports stadium, then a seaport, then an airport, none of which are cheap. But not having them will slow down your growth. (Besides, they're fun to have. When you get a seaport, ships begin cruising down the river; with an airport you not only get planes, but a traffic helicopter as well.)

Every now and then disaster will strike. A tornado may rip a trench down the middle of your city, or a flood may wipe out your waterfront property. An earthquake is worse, since it not only knocks down buildings here and there but triggers fires as well, and you'll be sorry if you've been scrimping with the fire department's budget.

Most frightening of all, if your city grows big enough, is an attack by a Godzilla-like mutant monster who is attracted by the scent of pollution. There's nothing to do but watch in horror as it tramples your factories until it gets bored and goes away.

And, if you're in a destructive mood, you can deliberately set off a disaster. Want to see your city beset by plane crash, shipwreck, and tornado all at once? You got it.

The computer screen in Sim City is always alive with action: Buildings rise and fall, traffic jams clog the streets, a tiny tram travels along the public transit rails. The occasional sounds are amusing, too: the honking of car horns and foghorns, the whir of the traffic helicopter, the monster's roar.

Eight additional scenarios let you try to tackle specific problems, like San Francisco after the great quake, or Tokyo after you-know-who's been through town. These are all fairly difficult challenges, but somehow they just aren't as much fun as creating your own city from scratch.

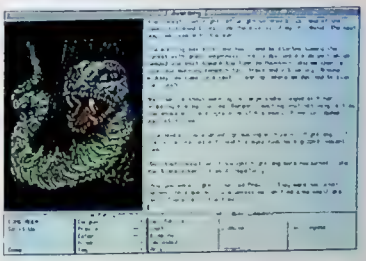
—Scott Marley

JOURNEY

Infocom; $50 for most computers

Journey is the first game in Infocom's new line of illustrated interactive fiction called "role-playing chronicles." Don't be fooled by the term "role-play": Journey does not require you to create characters, program complex battle tactics, or roam the countryside killing things and robbing carcasses. Whatever its genre may be called, Journey is interactive storytelling at its best.

The tale is set in a mythical, Dark Ages-type land full of wizards, dwarves, elves, monsters, and simple folk. You are Tag, a member of a party of four that sets out to visit a great wizard to find out what to do about the famine and pestilence prevalent in the land. It turns out (surprise, surprise) that there's an evil wizard at work, and to save the world you will have to collect certain jewels, which are of course well-concealed and protected by powerful magic.



Journey

In a typical interactive fiction game, you solve various puzzles and overcome obstacles, failing which your character dies or is unable to make progress. Forget all that. For Journey, Infocom has developed a miraculously efficient storytelling technique that allows the game to precede regardless of you decisions at crucial points. You don't find out that you've screwed up until the game is over, when the great beneficent wizard, just before committing suicide, tells you that the world is doomed, that evil will reign for eternity, and that it's all your personal fault.

But try to look on the bright side: Journey is only a game and you can always start it over from the beginning. It is also an interesting story full of fascinating byways and hidden paths that you are guaranteed to miss the first time through.

The screen is divided into three areas, one for the text of the story, another for the menus. In the menu section are the game controls (save, restore, quit, etc.), your name and those of your companions, and the options available to your party at any given moment. Options are chosen with a mouse or the keyboard arrow keys; no typing is required.

The smoothness of the play system and the fact that you can bring the story to a conclusion even if you choose the wrong path at every opportunity make the game seem a lot simpler than it is. Pay close attention to the legends and stories the characters are wont to tell now and again: They contain important clues.

—Burt Hochberg

LIFE & DEATH

The Software Toolworks; IBM and Macintosh, $50

Surgical operations are scary, and not only for the patient. If you didn't already know that, this gross-out simulation will prove it to you.

You are a surgeon at a hospital. Your patients suffer from a variety of ailments, ranging from abdominal gas to acute appendicitis and aneurysm. It is up to you to read the patient's chart, perform a physical examination, order any appropriate tests, evaluate the test results, and recommend treatment. And if surgery is indicated (it usually is), it is up to you to take the scalpel in hand and go to work.

Here's where things get a bit sticky. Lying before you on a metal table is a naked, helpless human being who is praying silently but sincerely that you know what you're doing. What do you do?

I promise you that you'll lose a lot of sleep and a great many patients before you learn. This isn't the sort of program I can recommend to everyone, but if you have a strong stomach, you should find it a tense, unnerving challenge.

The documentation includes everything you need to know to help the patients in this simulated hospital. Through diligent practice I improved my ability to deal with the game's simulated patients. One of them actually lived. But I learned nothing about real medicine except this: If you have to be so clear of mind and sure of hand to play a mere game, imagine what it must be like in a real operating room working on a real live patient.

I remember playing doctor when we were kids. It wasn't anything like this. But if you aren't squeamish, Life & Death is a lot of fun.

—Burt Hochberg

Cross Currents

Here's a way to convert a standard, double-six domino set into a challenging board game for two players—and every time you play, the board is different! In addition to the domino set, you will need small playing pieces, seven each of two colors. Transparent bingo markers are ideal, but buttons, cardboard squares, or other small objects can be used. You will also need a pair of dice.

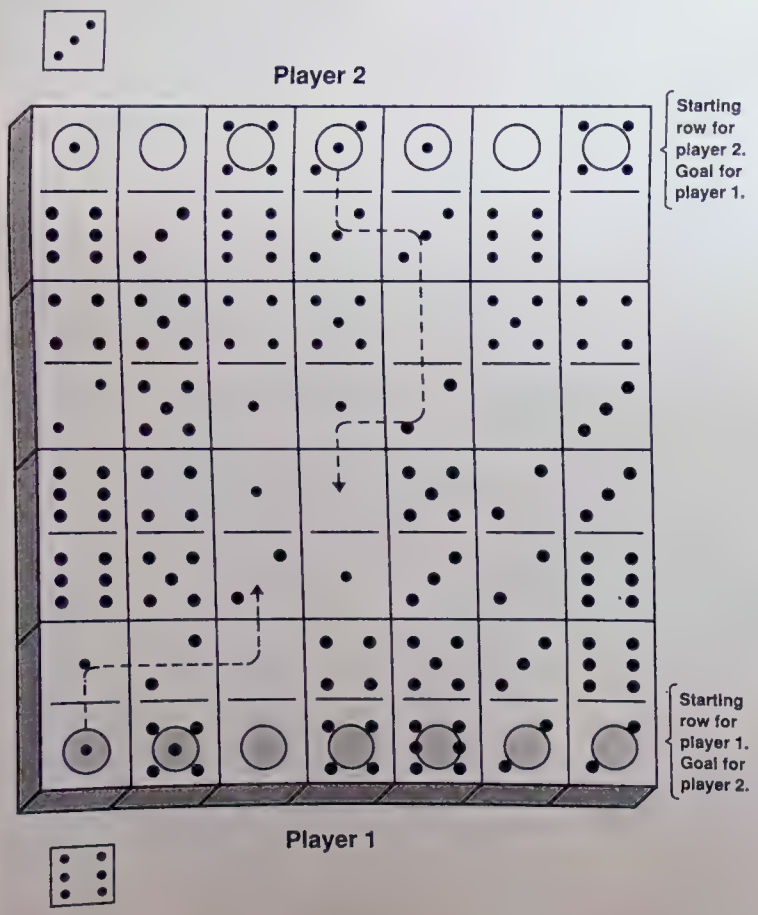
Setting Up: The 28 dominoes are randomly placed in a 7-by-8 layout. The diagram below shows one of the countless possibilities.

Each player's seven pieces are placed on his or her starting row. Each player throws the dice, and the higher total plays first.

How the Dice are Used: Each player takes one die. The first player throws his or her die and moves (as described below) according to the number thrown. Player 2 now throws his or her die, adds this number to the first player's throw, and moves for the total of the two dice.

Each player, in turn, throws his or her die and moves for the total points of this throw, plus the number showing on the opponent's die.

Moving: A piece can move to any adjacent, unoccupied space, but not diagonally. The number of points required to make a move is the difference between the numbers on the two spaces. However, if the two spaces have the same number, it still takes one point to make the move.



The player continues moving, with the same piece *or with others*, until the number of points available has been used. A player is permitted to stop before all of the points have been used. At no time can two pieces occupy the same space.

As an example, on the board below Player 1 starts the game with a throw of 6. One possible move is shown, taking 1+1+2+2 points. Player 2 throws a 3, for a total of 9. A move can be made as shown (1+1+3+2+1+1); but if, instead, the piece were moved straight ahead, it could move one space farther. And either player could have moved two or more pieces by allocating some of their points to each one.

Entering the Goal: A player may not move a piece into his or her goal (the opponent's starting row) until all of his or her pieces have been moved from the starting row. Once a piece is in the goal, no piece of that player may reenter his or her starting row. Pieces in the goal may be moved, even out of the goal if desired (though in that case, they are no longer counted as being in the goal).

Blocking: A player may not place pieces so that one or more of the opponent's pieces have no possible path to reach the goal. Any such move is illegal; it must be withdrawn, and a legal move made instead.

Winning: The first player to move all seven pieces into his or her goal is the winner.

Strategy: The goal must be "open" at all times, but each player may attempt to block all but the most difficult route for his or her opponent.

Scoring: Players may wish to use the following scoring method: After a player has moved all seven pieces into the goal, the opponent counts the number of points required to move his or her remaining pieces into the goal. The first player scores that number, plus a bonus of 10 points.

Play until one or the other player reaches an agreed total, such as 50.

Luck Game: If players wish to increase the element of chance, after the first player has moved for the throw of one die, each player in turn throws both dice to determine his or her move.

WILD CARDS

EDITED BY MIKE SHENK

WORDPLAY

BODY BUILDING

The name of a part of the body has been removed from each of the words below and replaced with a blank. For example, C___ELIER would represent CHANDELIER with the word HAND removed. Can you restore the proper parts to each of the words below? (Note that there are two body parts missing in number 12.)

1. MARAS___O
2. SPE___INT
3. VANI___G
4. OR___RA
5. CONV___D
6. EL___IS
7. COL___IATE
8. R___RANGE
9. DIAG___D
10. TH___SS
11. FRI___ESS
12. W___C___

—Anna Tommick

NUMBER PLAY

SQUARE DEALING

SEVEN is two less than a perfect square. TEN is one more than a perfect square.

Replace each capital letter in the above sentences with a digit (0 to 9) so the sentences are still true. (Use the same digit for each instance of a letter.)

—Guney Mentes

TWISTS

ANDWRITING

We've taken the titles of 15 books, each containing the word "and," and mixed up the halves to form the new titles below. Can you reconstruct the original titles? (And for extra credit, can you name the author of each?)

War and Sympathy
The Old Man and the Black
Dombey and South
The Sound and the Glory
Pride and Peace
The Prince and the Sea
Cakes and Consent
The Red and the Dead
North and Lovers
The Power and the Pauper
Tea and Ale
The Naked and the Ecstasy
Advise and Prejudice
The Agony and the Fury
Sons and Son

—Ken H. MacLeish

LOGIC

SQUARE ROUTE

"Ready to learn your route? I've drawn you a little map to show the main streets in your territory. The little squares are buildings that you'll need to know. The digits are the numbers of blocks between intersections.

"Okay, this square is the Grand Hotel, where you'll be staying. After you leave the hotel tomorrow morning, pick up your orders at the main office—that's this square. You'll make two turns—here and here—between the hotel and the office.

"Then go to this square, which is the warehouse. As you see, it's the same distance from the office as the office is from the hotel.

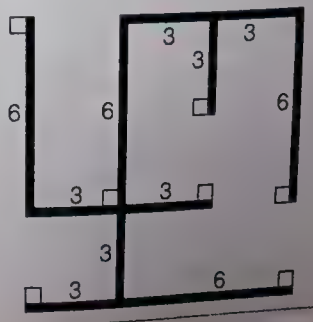
"By this time, you'll have driven right by Link's Cafe, this square. Try Link's hash browns if you haven't had breakfast already.

"After you leave the warehouse, make this left turn and then turn here and here. This brings you to Hanson's Hardware. Then visit Mason's Grocery, at this square. On your way back, make a stop here at Tom's Barbershop to see if Tom wants to reorder anything.

"That's all. Oh, you want me to label the squares on the map? No?"

Can *you* label the stops on the map?

—Bob Stanton



FOR THE RECORD

PLAY LIST

Each of the names below is the title of either a card game (C), a rock group (R), or a video game (V)—but which? There are 10 names in each list. Can you sort them out by putting the appropriate letter beside each?

__ Anthrax	__ Joust
__ Baccarat	__ Napoleon
__ Berserk	__ Ninja
__ Bon Jovi	__ Pitch
__ Dig Dug	__ Pitfall
__ Enduro	__ Qix
__ Euchre	__ Skat
__ Faro	__ Skip-Bo
__ Freeway	__ Starship
__ Frogger	__ Styx
__ Genesis	__ Uno
__ Heart	__ U2
__ Hearts	__ Whist
__ INXS	__ Zaxxon
__ Journey	__ ZZ Top

—Raymond D. Love

ANSWERS, PAGE 58

NUMBER PLAY

MILES TO GO

I bought a brand new car a few years back, and before I drove it out of the showroom, I had to admire the odometers. The main odometer (consisting of counters for five digits, with no tenth-of-a-mile counter) read 00000, a nice palindromic number (that is, one that reads the same if its digits are put in reverse order). The trip meter (five counters, the last for tenths of miles) read 0000.0, also palindromic. And, not too surprisingly, the ten-digit number formed by placing the odometer before the trip meter (0000000000) was also palindromic.

About a year later, I noticed my odometers again registered a triple palindrome. I'd driven 11,111.1 miles, so the odometer read 11111 and (since I had never reset it) the trip meter read 1111.1, combining to make the palindromic 1111111111.

I was eagerly approaching my next triple palindrome (which would have occurred at 22,222.2 miles), when, with the odometer at 21449, I foolishly let a friend borrow my car. And, wouldn't you know it, he reset the trip meter before starting out.

What will the odometer reading be the next time I reach another triple palindrome?

—Ogden Porter

IN OTHER WORDS

HAWAIIAN 101

You don't need to know Hawaiian to take this test—just match the 15 Hawaiian words (1–15) with their English translations (a–o), and see if you aren't surprised at just how much Hawaiian you know.

1. *aiana*
2. *alemanaka*
3. *halike*
4. *himeni*
5. *hipahipa*
6. *kalakoa*
7. *kalima*
8. *ki*
9. *ko'a*
10. *kokoleka*
11. *kopi*
12. *kuini*
13. *kula*
14. *meia*
15. *palau*

a. calendar
b. calico
c. chocolate
d. coral
e. cream
f. duplicate
g. hurrah
h. iron
i. lock
j. mayor
k. plow
l. queen
m. school
n. similar
o. song

—Ruth Freedman

TRIVIA

STAR VEHICLES

It may seem that every show on TV these days winds up with a car chase, but over the years vehicles—from exotic cars to spaceships—have played other parts in some shows. Can you identify the TV series that featured each of the unusual vehicles described below?

1. A starship in the fleet of the United Federation of Planets, with a crew of over 400
2. A school bus painted in a bright patchwork of colors
3. A black sportscar named KITT with an onboard computer so sophisticated it had its own personality
4. The *S.S. Minnow*, a small charter boat that ran aground about 300 miles southeast of Hawaii
5. A car made of sticks, stones, and hides that moved only if the driver put his feet through the floor and ran
6. A railroad car specially outfitted for a pair of Secret Service agents working under President Grant
7. A 1928 Porter, the reincarnation of the lead character's mother
8. An egg-shaped spaceship, which brought one of the title characters to Earth
9. The *Pacific Princess*, a luxury ocean liner
10. A big red 18-wheeler with a wide white stripe down the side
11. A high-tech attack helicopter kept hidden in the southwestern desert when not in use
12. The *Seaview*, a glass-nosed submarine engaged in marine research
13. A tiny trolley that carried visitors between the home of the show's host and a make-believe neighborhood
14. A spacecar that conveniently folded into an attaché case when its driver reached his office

—Marc Whinston

TOUGH NUTS

MINORITY RULE

At a chess tournament all the contenders (who numbered fewer than 150) were paired off for the first round. The ratio of men to women was exactly two to one, and the ratio of right-handers to left-handers was exactly four to one. The first round resulted in no draws, and all the winners were women and/or left-handers. Nevertheless, at least two of the losers were left-handed women.

How many contenders were there—and how many of them were right-handed men?

—Virginia McCarthy

MARK MAZUT

FOR THE RECORD

BAD COMPANY

What do the names in the following list have in common?

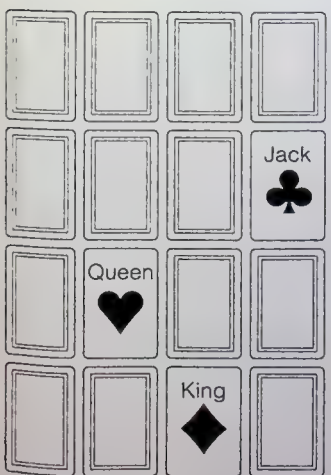
Measles	Itchy
Mumbles	The Brow
Flyface	Pruneface
The Rodent	B-B Eyes
The Mole	

—Louis Phillips

TEASERS

CARD SENSE

We've laid out the jacks, queens, kings, and aces of all four suits of the deck in the four-by-four array below so that each horizontal row and each vertical column contains one card of every rank and one card of every suit. In addition, each of the two main diagonals contains one card of every rank (though not necessarily one of every suit). We've turned up three of the cards. Can you identify the positions of the other 13 cards?



—Bob Stanton

ANSWERS, PAGE 56

Continued from page 17

Crazy Days, Arabian Nights

to buy me finer jeweled harnesses and headdresses than the man could. I went with her, and she put me in a box and sent me away to France as a gift to Charlemagne. The story of Abulabaz the Elephant was over, and I became the Wazir once more.

Actually, my story was pretty simple, as the stories went. One poor guy became Ahmed, hopelessly in love with Fatimata, the youngest of seven daughters. He had to find six men in Baghdad willing to marry his beloved's elder sisters, before he could marry Fatimata and end his story happily.

But I did find out later that Abulabaz was but a small part of a much larger story. The gift of an elephant to Charlemagne cemented an agreement between France and Byzantium to join forces in an attack on Baghdad. As Abulabaz, I had unwittingly played a part in a plot against myself and the Caliph!

Fans of interactive adventures are close-knit, and many of the players in the Arabian Nights know each other from previous games. "A lot of people remember you as your character from whatever game they met you in," says gamesmaster David Shaw, a medical lab technician in real life. "Half of them don't know your real name."

"For many people," says Massimilla, "it's a social occasion in which the usual social norms don't apply. People hang around in funny costumes. Nobody tells you you're weird."

"On some level," adds Shaw, "this is all just an excuse to get our friends together for a weekend."

It can certainly be a way of meeting people. "In one of the first games I played," recalls Shaw, "My character was supposed to fall madly, passionately, desperately in love with this woman in harem pants. After the game, we stayed in touch. Now she's my girlfriend."

Several marriages have even resulted from these weekends. Friends of Rick Dutton (a frequent gamesmaster and real-life anesthesiologist) and Grey Kell were surprised a few years ago when they received invitations to "The Wedding Game."

When Bob Montgomery got married, he went one step further. Having no relatives of his own, he sent wedding invitations to his friends that included character descriptions—mother, cousin, uncle, and so on. His friends dutifully played their parts at the ceremony, much to the dismay of his bride's family, who had no clue as to why this was happening.

Sunday was even wilder than Saturday had been. Baghdad was invaded. Madmen seized control of the temple. Genies wreaked havoc everywhere. The Caliph instituted painfully high taxes in hopes of raising enough money for the wells by the deadline. We didn't quite make it, but we did fight off the invasion, and get the temple back to boot.

At noon on Sunday, all play ended. We were divided into six groups, and each group went off into a different room to complete the final story of the weekend, the story of Shahrazad.

We were given an hour in which to create a spellbinding, morally uplifing, and most of all brief tale from the adventures we had lived through over the weekend. Our group chose the story of how Marouf had saved the Caliph's life. We fudged the facts a bit, of course, to make it more exciting. In our version, the lightning bolt bounced off Marouf's chest and struck down the Bishop of Rome.

Then we all gathered back in the meeting room where the prologue had been performed two days ago. The six stories the groups had created were the six stories Shahrazad would tell the Sultan. The performance that had started the weekend, and which had been interrupted two days ago, picked up where it had left off. Each group had a turn to get up and act out its story. Nobody was shy; we all mugged and hammed it up when our turns came.

And when Shahrazad had told all six stories, guess what? The Sultan spared her life.

"Shahriyar reigned over his subjects in all justice," said the dervish in the patterned turban, closing his book, "and lived happily with Shahrazad until they were visited by the Destroyer of all earthly pleasures, the Annihilator of men."

Which is how Arabic stories end. And terrific weekends.

Scott Marley, who edits the Gameplay section of Games, now has a Wazir costume and no place to wear it.

ANSWERS

4 YOUR MOVE

Say What?
1-c, kokekokko; 2-a, wanwan, 3-d, buubuu, 4-e, gerogero; 5-b, nyanya; 6-g chuuchuu; 7-h kaakaa; meymey; 9-i, gaagaa.

Spelling B
The arrangement of the letters is alphabetical according to the way that they are spelled:

A, AITCH, AR, BEE, CEE, CUE, DEE, DOUBLE-U, E, EFF, EL, EM, EN, ESS, EX, GEE, I, JAY, KAY, O, PEE, TEE, U, VEE, WYE, ZEE.

Playing Our Song
Here is our list of 23 songs (for some states, other songs are possible):

"Sweet Home, Alabama," "Arizona," "North to Alaska," "Hotel California," "Delaware," "Sweet Georgia Brown," "Hawaii Five-O," "I'm Going Back to Indiana," "Kansas City," "Kentucky Rain," "Leaving Louisiana in the Broad Daylight," "Massachusetts," "Mississippi Queen," "New Mexican Rose," "New York, New York," "Just a Little Bit South of North Carolina," "Ohio," "Oklahoma!," "Pennsylvania 6-5000," "Tennessee Waltz," "Yellow Rose of Texas," "The Virginia Reel," "Washington Square."

To and Fro
Amen, amenity, animate, any, ate, emanate, emit, enemy, imitate, inane, inanimate, inanity, mama, man, mane, many, mat, mate, men, met, mine, mini, minim, mite, name, net, nine, ninety, nit, tame, tan, tam, tat, ten, tenet, time, tin, tine, tiny, tit.

Lock Block
The combination is: 31-11-13.

18 BEMUSEMENT PARK

Upper left:
One stuffed doll has three (yellow) feet; one of the panels on the awning has square edges; a flag in the foreground goes behind the ride in the background; one of the bottom cars on the Ferris wheel is different from the others; the man in sunglasses is wearing them upside down, and his shirt collar is crooked.

Lower left:
The boy in green is dressed in winter clothes; one milk bottle is upside-down, one bottle is transparent, and one is missing; the sign says "3 Balls $1,000"; the boy's cotton candy has blue spots, the color patterns of his sleeves do not match; and he has one short pants leg and one long one; the baseball on the counter is an egg; the man is throwing an apple instead of a baseball, he is wearing a football shirt with the name of a baseball team (Mets), his belt disappears into his pants, and he has only four fingers on his right hand; his girlfriend's doll is frowning; a girl is eating an apple in a cone; one horse on the carousel is facing the wrong way, and the pole on that horse is uneven.

Upper right:
There is a dog on the ride; one of the boats is a pink elephant; the red flag is blowing in the wrong direction; there is no bell on the bell-ringer; the boy next to it is using a baseball bat instead of a sledgehammer, and the bell-ringer is a glass; one balloon is upside down and another is missing a string; one stripe on the tent is orange instead of green.

Lower right:
A boy is wearing high heels; a girl's socks are two different colors; the shirt on the boy with the gun reads "USC Bruins" (USC's team is the Trojans); one gun is not connected to a hose; and the second boy is holding a handgun instead of a watergun.

30 CRYPTO-BLOOPERS

1. BAD TIMING. Perhaps the cruelest tragedy in the death yesterday of James E. Dever is that, had it happened a few minutes later, he might still be alive.
2. TEMPERATURES RISING. Obscene snow sculptures built by two fraternities had aroused townspeople as well as the administration.
3. HACK JOB. Dismemberment killer convicted. Says solicitor Jim Anders, "Thank God the jury could put the pieces together."
4. LEAP OF FAITH. New law has officer jumping for joy: Lieutenant who lost legs is exempted from physical agility test.
5. SPLIT DECISION. Three-million dollar verdict awarded to injured detective cut nearly in half.
6. THAT'S ELEVEN ITEMS. Sisters reunited after eighteen years in checkout line at supermarket.

Acknowledgments to *Red Tape Holds Up New Bridge—and More Flubs from the Nation's Press*, edited by Gloria Cooper (Perigee, 1987), from which many of the bloopers in this puzzle were taken.

20 WOODSTOCK RE-GENERATION

1. a
2. c
3. b
4. b: Approximately 50,000 people showed up before the concert started.
5. b
6. c
7. b
8. a: Abbie Hoffman was paid a few thousand dollars. After he jumped on stage and grabbed a microphone in the middle of The Who's set, Pete Townshend clubbed him off the stage with his guitar.
9. a
10. b
11. a: The first performer scheduled to perform was Sweetwater. Because they were stuck in traffic, they were forced to perform second.
12. c
13. a: After The Who found out that The Dead were being paid up front in cash, they demanded it as well.
14. b
15. a
16. c
17. a and c: Iron Butterfly was scheduled to appear but did not show up.
18. a-3, b-6, c-4, d-1, e-2, f-5
19. a-4, b-2, c-3, d-5, e-1
20. b
21. a
22. c
23. a
24. c: According to the Town Clerk in Bethel, NY, the festival produced more trash than the town produced in one year. It took three months to clean it up.
25. c, b, a, d

After ticket sales, film and record deals, lawsuits and legal fees, the promoters wound up losing $100,000.

Quiz idea by Keith Glasgow.

35 LETTER LOGIC

1

P	S	H	A	W
R	A	B	B	I
W	H	I	R	L
S	P	O	O	L

2

M	O	D	E	M
R	A	D	I	I
K	N	O	C	K
C	R	A	N	E

3

G	R	O	U	P
U	N	I	T	E
R	I	G	H	T
P	H	O	N	E

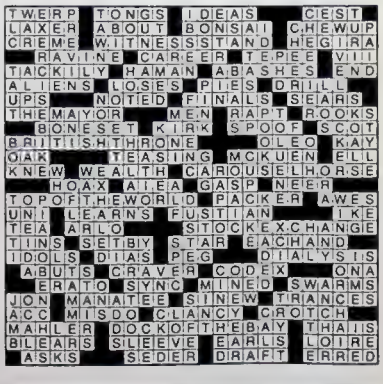
4

H	E	I	S	T
T	A	P	E	R
K	H	A	K	I
U	S	U	R	P

25 AND A-WAY WE GO!

1. Subway
2. Broadway
3. Ways and Means
4. Runway
5. "My Way"
6. Milky Way
7. Trailways
8. "Way out"
9. Norway
10. Getaway
11. United Way
12. Castaway
13. *The Way We Were*
14. Fairway
15. Layaway
16. Waylon Jennings
17. Caraway
18. The American way

35 SIT ON IT!



27 CRIME AND TREASON

1. Tooth and nail
2. Pork and beans
3. Law and order
4. Nuts and bolts
5. Stars and stripes
6. Black and blue
7. Hide and seek
8. Pencil and paper
9. Ham and eggs
10. High and mighty
11. Show and tell
12. Fun and games
13. Cops and robbers
14. Rank and file
15. Song and dance
16. Fine and dandy

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Month Date Year

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Address: _____

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GREAT GIFT!

WILD CARD ANSWERS

33 CRYPTIC CROSSWORD 1

ACROSS
1 Egret (IEG RETracted)
4 Chico Marx (chic + Omar + X)
9 Iron Age (Noriega)
10 Alto sax (tax also)
11 Madrigal (mad + RI + gal)
12 Vicars (VI + cars)
14 Tire (two meanings)
15 Debasement (basemen + Ted)
18 Cheapskate (C + heaps + Kate)
20 Isle (I'll)
23 Doting (dog + tin)
24 Hedonism (Sondheim)
26 Pungent (pun + gent)
27 Empress (me + press)
28 Transport (torn parts)
29 Abyss (a + by + SS)

DOWN
1 Enigmatic (giant mice)
2 Reorder (recorder – c)
3 Tragic (GI + cart)
4 Chesapeake (chess a peek)
5 Iran (I + ran)
6 Obtainer (baritone)
7 Assuage (sausage)
8 X-axis (a + six + X)
13 Pay the rent (parent + they)
16 Thermoses (the + R + Moses)
17 Spaniels (Les Aspin)
19 Estonia (into sea)
21 Shivery (sh + I + very)
22 Hoopla (hoop + L.A.)
23 Depot (dept + o)
25 Otto (hOT TOddies)

33 CRYPTIC CROSSWORD 2

ACROSS
1 Injury (in + jury)
4 Scarcity (cars + city)
10 Pastime (I'm + paste)
11 Babylon (baby + L + no)
12 Onionskin (on + ion's + kin)
13 Lucre (lure + C)
14 Event (even + t)
16 Elegists (I get less)
19 Sand trap (strap + and)
21 Grant (two meanings)
24 Tipsy (spit + Y)
25 Centigram (R + magnetic)
27 Torment (more + TNT)
28 Notable (no table)
29 Contrary (carry on + t)
30 Writhe (write + h)

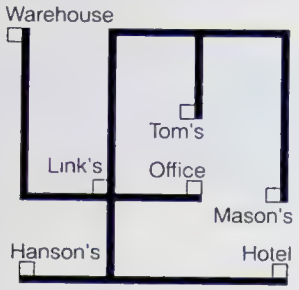
DOWN
1 Improper (imp roper)
2 Justice (just ice)
3 Reign (puRE IGNorance)
5 Cabin (cab + in)
6 Rebelling (re-belling)
7 Illicit (ill + I + C + it)
8 Yonder (Rodney)
9 Neckwear (knew race)
15 Teddy bear (dry debate)
17 Exponent (p. + one + next)
18 Stampede (stamped + E)
20 Aspirin (aspiring – g)
22 Acrobat (Orca + bat)
23 Static (attics)
25 Cater (crate)
26 Inter (plaIN TERminology)

BODY BUILDING

1. Maraschino (chin)
2. Spearmint (arm)
3. Vanishing (shin)
4. Orchestra (chest)
5. Conveyed (eye)
6 Ellipsis (lips)
7. Collegiate (leg)
8 Rearrange (ear)
9. Diagnosed (nose)
10 Thankless (ankle)

SQUARE ROUTE

The squares are labelled below:



SQUARE DEALING

The numbers are 36862 ($192^2 - 2$) and 962 ($31^2 + 1$).

ANDWRITING

The correct titles (and authors) are:
War and Peace (Leo Tolstoy)
The Old Man and the Sea (Ernest Hemingway)
Dombey and Son (Charles Dickens)
The Sound and the Fury (William Faulkner)
Pride and Prejudice (Jane Austen)
The Prince and the Pauper (Mark Twain)
Cakes and Ale (W. Somerset Maugham)
The Red and the Black (Stendhal)
North and South (John Jakes)
The Power and the Glory (Graham Greene)
Tea and Sympathy (Robert W. Anderson)
The Naked and the Dead (Norman Mailer)
Advise and Consent (Allen Drury)
The Agony and the Ecstasy (Irving Stone)
Sons and Lovers (D.H. Lawrence)

PLAY LIST

(C) Card games	
Baccarat	Pitch
Euchre	Skat
Faro	Skip-Bo
Hearts	Uno
Napoleon	Whist
(R) Rock groups	
Anthrax	Journey
Bon Jovi	Starship
Genesis	Styx
Heart	U2
INXS	ZZ Top
(V) Video games	
Berserk	Joust
Dig Dug	Ninja
Enduro	Pitfall
Freeway	Qix
Frogger	Zaxxon

MILES TO GO

The next triple palindrome will occur after driving 23,832.2 miles. At that point, the odometer will read 23832 and the trip meter will read 2383.2

MINORITY RULE

There were 120 contenders (58 right-handed men, 38 right-handed women, 22 left-handed men, and 2 left-handed women)

Since one third of the contenders were women, one fifth were left-handers, and the contenders were paired in the first round, the number of contestants must be a multiple of 3, 5, and 2, thus it must be a multiple of 30. (1) If there were 30 contenders, the 6 left-handers and 10 women were at most 14 different people (since there are at least two left-handed women), this is not enough to include all 15 winners. (2) If there were 60 contenders, the 12 left-handers and 20 women were at most 30 different people, at most 28 of whom won (since there are at least two left-handed women who lost); this is not enough to include all 30 winners. (3) If there were 90 contenders, the 18 left-handers and 30 women were at most 46 different people, at most 44 of whom won (since there are at least two left-handed women who lost), this is not enough to include all 45 winners. (4) Since the number of contestants was less than 150, it must therefore be 120. The 24 left-handers and 40 women were at most 62 different people, 60 of whom won, leaving exactly two left-handed women who lost.

HAWAIIAN 101

1–h, iron	6–b, calico	11–f, duplicate
2–a, calendar	7–e, cream	12–l, queen
3–n, similar	8–i, lock	13–m, school
4–o, song	9–d, coral	14–j, mayor
5–g, hurrah	10–c, chocolate	15–k, plow

Adapted from Words, Ltd., Molokai, HI 96742

STAR VEHICLES

1. *Star Trek*
2. *The Partridge Family*
3. *Knight Rider*
4. *Gilligan's Island*
5. *The Flintstones*
6. *The Wild Wild West*
7. *My Mother the Car*
8. *Mork and Mindy*
9. *The Love Boat*
10. *B.J. and the Bear*
11. *Airwolf*
12. *Voyage to the Bottom of the Sea*
13. *Mr. Rogers' Neighborhood*
14. *The Jetsons*

BAD COMPANY

These characters were villains created by Chester Gould in the comic strip *Dick Tracy*.

CARD SENSE

The cards are arranged as shown:

THE MARKETPLACE

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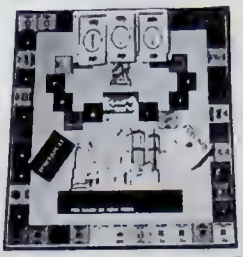

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Market Quiz★☆

1) Who won the Paris Gold Cup in 1988?
2) How does one write for profit?
3) How can you create havoc on wall-street?
4) Are all jigsaw puzzles 2-D?

1) Abalone
2) I don't know. Call the British American School of Writing
3) Play Chapter 11™
4) No. Rinker is 3-D

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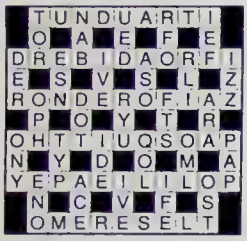
A DIVISION OF LEISURE STUDY GROUP

26 A TO Z

The initial letters and clue answers are as follows:

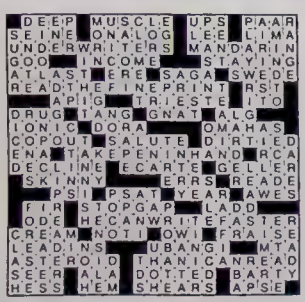
1. S, ocean
2. Q, retreat
3. E, quell
4. K, India
5. J, plot
6. A, despair
7. Z, X-rayed
8. N, squeak
9. H, unattractive
10. O, Norway
11. B, Huxley
12. W, caves
13. Y, ennui
14. G, kibitz
15. R, walkie-talkie
16. M, agonize
17. F, myself
18. X, boudoir
19. U, Jazz
20. C, zero
21. I, loosely
22. P, toast
23. L, Vader
24. V, gondola
25. T, Fuehrer
26. D, yogurt

23 PATHFINDER



1E TUNA, 1S TORE, 2E UNDUE, 3E ARTIE, 4S ORDER, 5S ABIDE, 6N FRAUD, 6S FORFEIT, 7E FIZZ, 8S SNORED, 9N VIBES, 9S VERY, 10S SOFT SOAP, 11S LIFT, 12S DATUM, 13N PONDEROSA, 13S PHONY, 14N RAILROAD, 15S IDEA, 16S OLIVER, 17N MOSQUITO, 18S APOSTLES, 19N PYTHON, 20N PAPARAZZI, 21S NOME, 22N CAPE, 22S CERES, 23N VIED, 24N FILM, 24S FELT, 25N SOLILOQUY, 26W MONEY

31 A WAY WITH WORDS



FAKE AD

The Fake Advertisement announced in the Table of Contents was for Micro-Bytes and appeared on page 22. Photo by Nick Koudis.

12 LOGIC

Stamp Act

The Blue Airplane stamp went from page 1 to page 4; the Yellow Commemorative went from page 2 to page 3; the Green Border went from page 3 to page 1; and the Red Franklin went from page 4 to page 2.

Flea Market

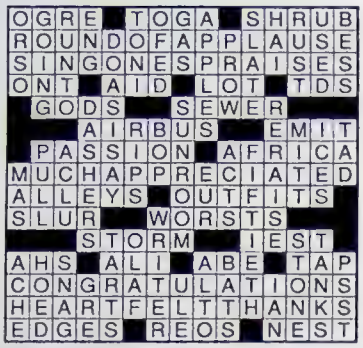
Ms. White's "Past and Present," from Indiana, sells pressed glass; Mr. Brown's "Attic Treasures," from New Jersey, sells duck decoys; Ms. Lemon's "Bygone Era," from Kentucky, sells old postcards; Mr. Greene's "Collector's Corner," from Iowa, sells stickpins; and Mr. Rose's "Yesterday's Delights," from Wisconsin, sells silver spoons

A Rugged Auction

1. 9 x 12, Drubian, leaf pattern, brown
2. 4 x 6, Ferlingian, diamond, salmon
3. 2 x 3, Arghiz, floral, rose
4. 10 x 15, Enkhal, medallion, red
5. 5 x 7, Ching, key, green
6. 6 x 8, Bourdish, geometric, grey
7. 11 x 18, Ghenka, center, blue

For a detailed solution to "A Rugged Auction," send a self-addressed stamped envelope to: A Rugged Auction, GAMES Magazine, 810 Seventh Avenue, New York, NY 10019.

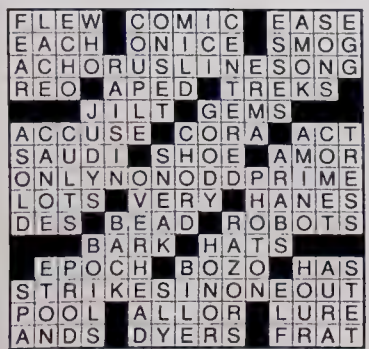
27 POSITIVE REINFORCEMENT



38 SPORT OF KINGS

1. Barking (bar-king)
2. Poking (Poe-king)
3. Spiking (spy-king)
4. Soaking (sew-king)
5. Sparking (spar-king)
6. Squawking (squaw-king)
7. Slinking (sling-king)
8. Milking (mill-king)
9. Stinking (sting-king)

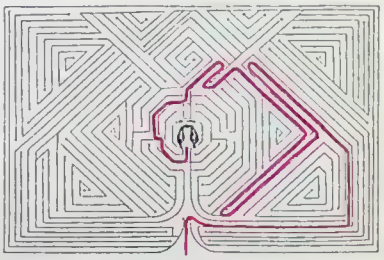
25 AS EASY AS...



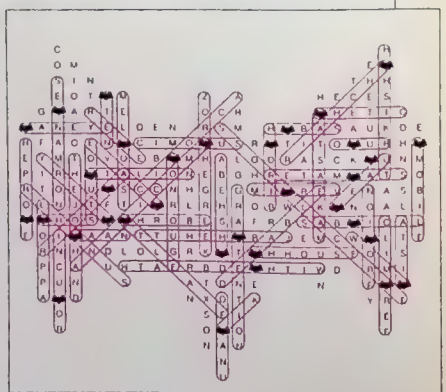
28 PIONEERING PUZZLES

1. In the engraving below, more detail has been added to make the profiles obvious:

2. "Think twice before you speak once" (TH in K twice, before U's, P E A, K on CE)
3. "All's well that ends well" (awls, wealth, at, ends, well)
4. Careful examination shows that Brown did not kill *Brooks*, but *13 rooks*, which does not constitute murder
5. If you hold the page horizontally almost at eye level, an elongated figure appears among the words "WHO IS IT?" Turning the page 90° clockwise and reading in the same manner, the answer appears: "OUR FUNNY EDITOR IN HIS SANCTUM."
6. Here is one solution, others are possible.



24 ABSOLUTELY BATTY



MAIL PLAY

Rate: $6.50 per word, 15 word minimum, non-commissionable, payable in advance. The Closing date for the October/November, 1989 issue is August 4, 1989. Send your ad with payment to: GAMES, attention Dirk Johnson, 810 Seventh Ave, 10th floor, New York, NY 10019 or call 1-800-366-4263.

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FREE CATALOG. Tricks, puzzles, jokes. Over 800 items. Winkler's Wonders, Dept. G-8/9-89, Oakdale, CT 06370.

PERSONAL

PEN FRIENDS-England-USA. Make lasting friendships. Send age, interests. Free reply. Harmony, Box 82295G, Phoenix, AZ 85071.

MEET WOMEN WORLDWIDE! Free 24pg. catalog! CHERRY BLOSSOMS, 190 GM Rainbow Ridge, Kapaau, HI 96755. (808) 961-2114 anytime.

ORIENTAL LADIES seeking correspondence, marriage. Free details, photos, references. Asian Experience, Box 1214LY, Novato, CA 94948.

PLAY BY MAIL

EXODUS—computer moderated; $2.25/turn, $1.50/rulebook, $1.50/setup, Alien/Human. Grenade Games, Box 1908, Boston, MA 02205.

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FREE CASSETTE CATALOG, Rock, Heavy Metal, Reggae, DUB, Experimental. Top Brands! ROIR, Suite 411G, 611 Broadway, New York, NY 10012.

THEME CRUISES

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Single Black Female—Petite, Attractive, Sensitive. Loves tennis, basketball and dancing. Seeking established Single Black Male with similar interests & sense of humor looking for a friend. Must be between 35 & 50. Send note with photo. Box 143.

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New York City—Ανδρα...Πολυτροπον, 35, 6'2", 180, wants feminine complement (Πενελοπη) 5'7"+, with broad mind for ?marriage! Beauty important but secondary to intelligence, humor, and social viewpoint, i.e. letter more important than photo. All answered honestly. Box 223.

Letter Romance—Cyrano de Bergerac wants to correspond with a literate and romantic woman. Let's match minds first. Box 321.

Renaissance Blond—Sharp dresser, fast reader, long legs, Ph.D. Are you a man of any age with charm, wit, and style who enjoys reading as much as travel? Send photo and letter. Box 155.

Average Guy—Average income, average education, average looks, average height, average intelligence, average tastes, average desires, seeks average woman for above-average relationship. (For sum greater than parts.) Box 265.

ADVERTISEMENT

THE SEAGRAM'S 7

"7th Heaven" Contest

The Seagram's advertisement on the facing page shows one kind of "7th Heaven." But a "Seagram's 7th Heaven" is also the name of a new cocktail made with Seagram's 7 Crown, ice, and other ingredients that can be found by solving the following puzzle. If you solve it correctly, you may have a chance to win one of 12 Seagram tote bags or 12 Seagram beach towels.

In the grid below, find and circle the following words: GOOD TIMES, SEVENTH, HEAVEN, SUMMER, PARTIES, FRIENDS, MUSIC, PICNICS, BARBECUES. Each word runs across, back, down, up, or diagonally, with no extra letters intervening. Words may overlap.

G S H E A V E N F
O E T A G R C R A
O M N S S E I V E
D N E C R E S S O
T W V N N O U E R
I A E D N G M I E
M J S U I C M T E
E A M A R E E R T
S E U C E B R A B
T S C I N C I P O

After you're done, the uncircled letters—reading from left to right and from top to bottom—will spell out the ingredients of a "Seagram's 7th Heaven." List these ingredients on the entry blank below or a facsimile. Print your name and address on your entry, and mail it to **"Seagram's 7th Heaven" Contest, c/o GAMES Magazine, 810 Seventh Avenue, New York, NY 10019.** Entries must be received no later than October 2, 1989. You may enter more than once, but each entry must be mailed separately.

Winners will be chosen by random draw from among the correct entries. This contest is open only to persons at least 21 years old, and by entering you certify that you meet this age requirement. This contest is void where prohibited or restricted by law.

Name_____

Address_____

City_____ State____ Zip_____

The ingredients of a "Seagram's 7th Heaven" are:

1. _____
2. _____
3. _____

(and, of course, 4. ICE)

ANSWERS

EAGLES COVER

The eagles are logos, insignia, or emblems of the following:

1. Philadelphia Eagles football team
2. Part of the Great Seal of the United States, as it appears on a one-dollar bill
3. Miller beer
4. American Heritage (dictionary and magazine)
5. U.S. Postal Service
6. Marine Corps
7. National Eagle Scout Association
8. Flexible Flyer sleds
9. Central Intelligence Agency
10. Anheuser-Busch (Including such products as Eagle brand snack foods)

42 EYEBALL BENDERS

The years in which these ads were published appear in parentheses.

1. Du Pont (1969)
2. American Express
3. U.S. Army (1986)
4. Quaker Oats Company (1988)
5. General Mills (Wheaties breakfast cereal, 1985)
6. GE (1984)
7. Chrysler (1986)
8. Toyota (1981)
9. Club Med (1987)
10. Philip Morris (Marlboro cigarettes, 1986)
11. Panasonic (1987)
12. Whirlpool (1986)
13. Clairol (1966)
14. Datsun (1979)
15. AT&T (1986)
16. United Airlines (1974)

32 CHARACTER ANALYSIS

1-2. Fish oil
3-4. Oil cloth
5-6. Mineral oil
7-8. South America
9-10. Sea fish
11-12. Sea eel
13-14. North Korea
15-16. Silk industry
17-18. North America

Novel: *Confessions of a Mask*

34 DOUBLE CROSS

A. DOVER
B. OL' BLUE EYES
C. NONENTITY
D. AMERICAN GRAFFITI
E. LVOV
F. DIDION
G. TILLED
H. RIGOLETTO
I. UMPIRED
J. MACK THE KNIFE
K. PHI BETA KAPPA
L. ALLEGORY
M. RIGIDIFY
N. TOLEDO
O. ODOMETER
P. FAWLTY TOWERS
Q. THE MAMMOTH
R. HUNTERS
S. ERNIE BANKS
T. DUSTY
U. EUROPE
V. ANCHORS AWEIGH
W. LOOT

I don't do it for the money. I've got enough, much more than I'll ever need. I do it to do it. Deals are my art form. Other people paint beautifully on canvas or write wonderful poetry. I like making deals, preferably big deals. That's how I get my kicks.—Donald Trump, *(The) Art of the Deal*

COMING DISTRACTIONS

OCTOBER/NOVEMBER

Happy Hundredth! Help us celebrate the publication of our 100th issue with special puzzles and a contest that's 100% incredible.

For the Thrill of It Jumping off bridges and hang gliding over volcanoes are just a couple of the stunts performed by members of the Dangerous Sports Club, a collection of zany English daredevils who include Monty Python's Graham Chapman.

Shot in the Dark See if you can run this table of brainteasers based on pool balls, constructed by Martin Gardner, the doyen of mathematical recreation.

The Best Games of the Year An early Christmas shopping list of the finest board games produced in 1989.

Plus A report on the 6th International Crossword Marathon, held in Czechoslovakia; contest results from the April/May hidden contest, the second Nationwide Scavenger Hunt, and "United" Nations; and the usual unusual puzzle features

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7
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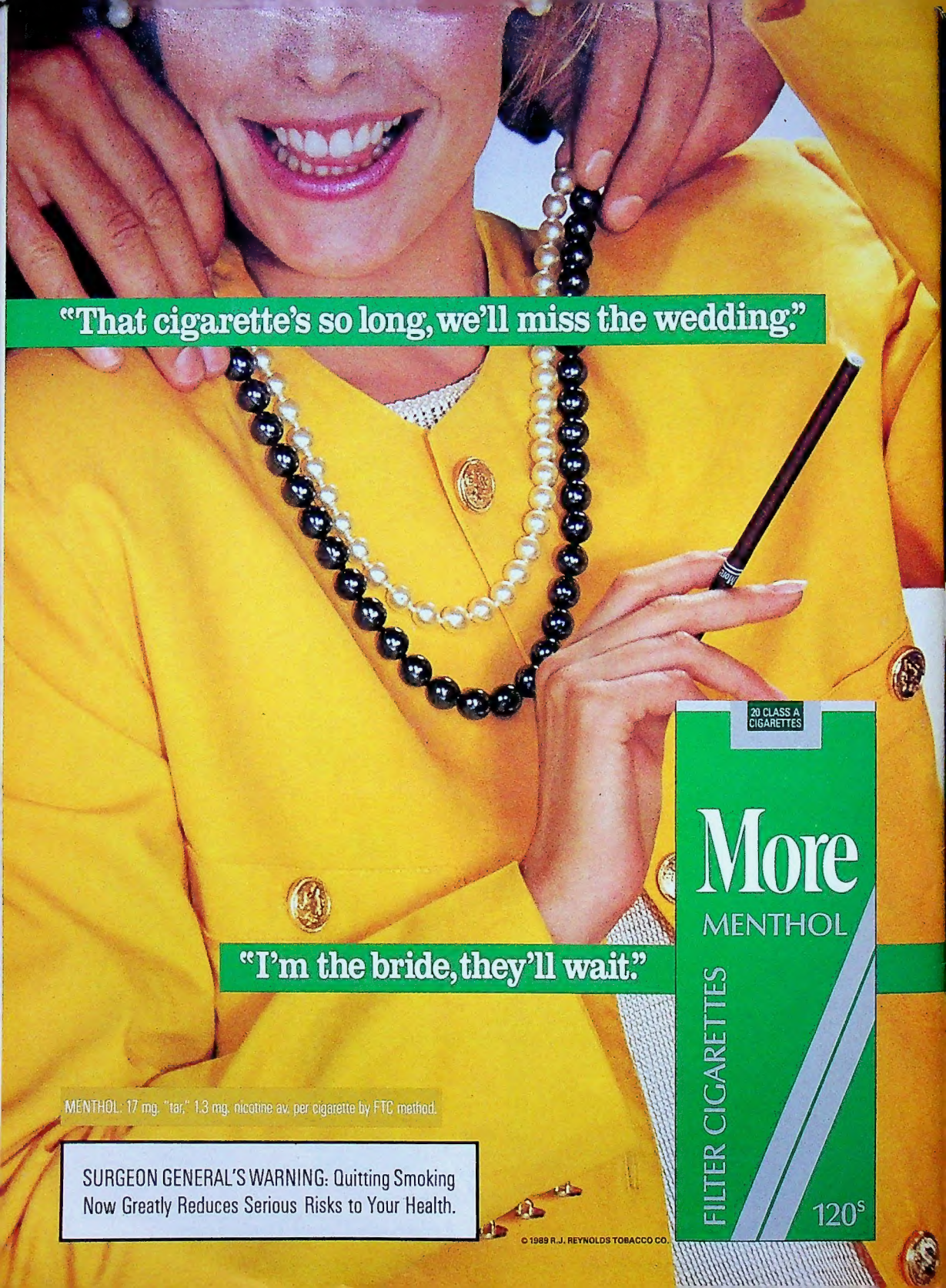
FOR A FREE 17" x 22" COLOR POSTER OF THIS AD, CALL 1-800-321-4411.



MENTHOL: 17 mg. "tar," 1.3 mg. nicotine av. per cigarette by FTC method.

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